METAL GEAR SOLID 2
SONS OF LIBERTY
SCREENPLAY BOOK

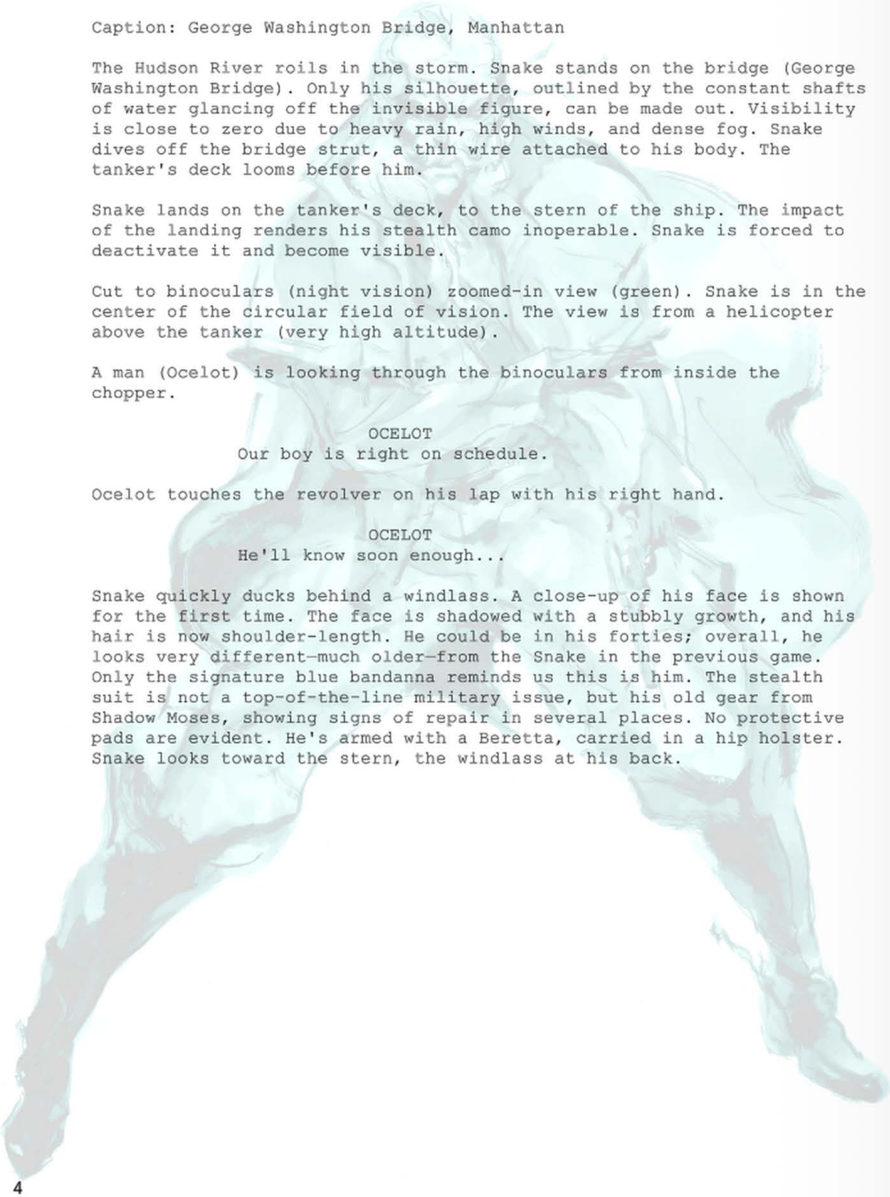
SECTION 1

Start of Tanker Chapter

– Prior to Olga Battle

タンカー編開始～オルガ戦前

[Attention]
This Story Compendium was compiled using in-game story content that was still in development at the time,
so some content may differ from what actually appears in the game.
Any significant differences come with added notes that explain the change.
Additionally, please note that the compendium contains all of the story content within the game and therefore includes spoilers.
It is recommended that you finish the game before reading.



Opening

Cutscene

Caption: George Washington Bridge, Manhattan

The Hudson River roils in the storm. Snake stands on the bridge (George Washington Bridge). Only his silhouette, outlined by the constant shafts of water glancing off the invisible figure, can be made out. Visibility is close to zero due to heavy rain, high winds, and dense fog. Snake dives off the bridge strut, a thin wire attached to his body. The tanker's deck looms before him.

Snake lands on the tanker's deck, to the stern of the ship. The impact of the landing renders his stealth camo inoperable. Snake is forced to deactivate it and become visible.

Cut to binoculars (night vision) zoomed-in view (green). Snake is in the center of the circular field of vision. The view is from a helicopter above the tanker (very high altitude).

A man (Ocelot) is looking through the binoculars from inside the chopper.

OCELOT
Our boy is right on schedule.

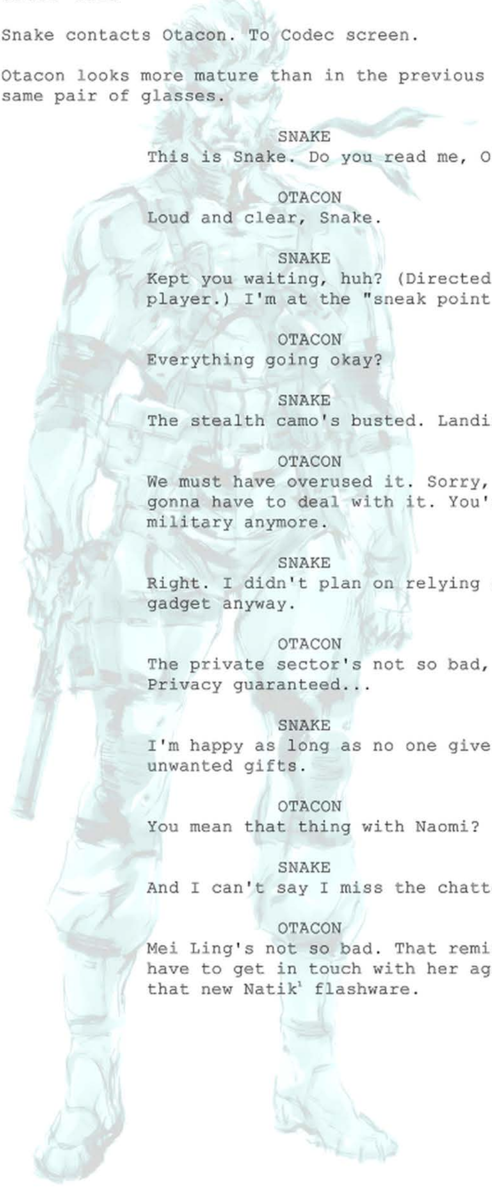
Ocelot touches the revolver on his lap with his right hand.

OCELOT
He'll know soon enough...

Snake quickly ducks behind a windlass. A close-up of his face is shown for the first time. The face is shadowed with a stubbly growth, and his hair is now shoulder-length. He could be in his forties; overall, he looks very different—much older—from the Snake in the previous game. Only the signature blue bandanna reminds us this is him. The stealth suit is not a top-of-the-line military issue, but his old gear from Shadow Moses, showing signs of repair in several places. No protective pads are evident. He's armed with a Beretta, carried in a hip holster. Snake looks toward the stern, the windlass at his back.

Opening

Codec Call



Snake contacts Otacon. To Codec screen.

Otacon looks more mature than in the previous installment. He wears the same pair of glasses.

SNAKE
This is Snake. Do you read me, Otacon?

OTACON
Loud and clear, Snake.

SNAKE
Kept you waiting, huh? (Directed at the player.) I'm at the "sneak point."

OTACON
Everything going okay?

SNAKE
The stealth camo's busted. Landing impact.

OTACON
We must have overused it. Sorry, but you're gonna have to deal with it. You're not in the military anymore.

SNAKE
Right. I didn't plan on relying on this gadget anyway.

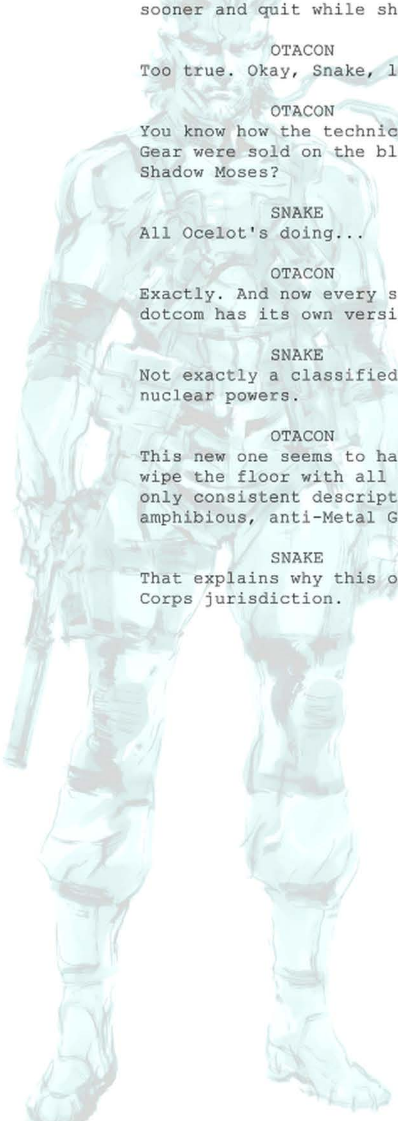
OTACON
The private sector's not so bad, is it? Privacy guaranteed...

SNAKE
I'm happy as long as no one gives me any more unwanted gifts.

OTACON
You mean that thing with Naomi?

SNAKE
And I can't say I miss the chattering nanny.

OTACON
Mei Ling's not so bad. That reminds me, I have to get in touch with her again about that new Natik[1] flashware.



SNAKE
Diverting toys from the SSCEN (U.S. Army Soldier Systems Center)[2] again? Give her a message from me: someone will find out sooner or later. She's better off assuming it's sooner and quit while she's safe.

OTACON
Too true. Okay, Snake, let's get to work.

OTACON
You know how the technical specs of Metal Gear were sold on the black market after Shadow Moses?

SNAKE
All Ocelot's doing...

OTACON
Exactly. And now every state, group and dotcom has its own version of Metal Gear.

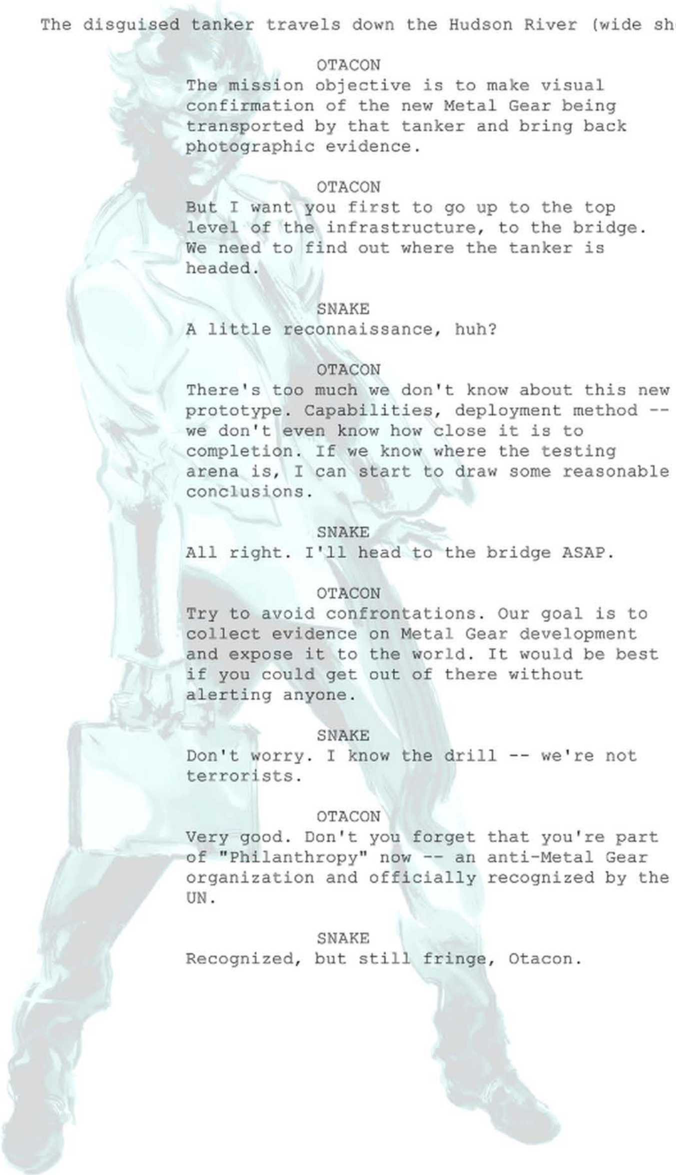
SNAKE
Not exactly a classified weapon for today's nuclear powers.

OTACON
This new one seems to have been designed to wipe the floor with all the other models. The only consistent description is that it's an amphibious, anti-Metal Gear vehicle...

SNAKE
That explains why this one is under Marine Corps jurisdiction.

Explaining Objectives

Sequence



The disguised tanker travels down the Hudson River (wide shot).

OTACON
The mission objective is to make visual confirmation of the new Metal Gear being transported by that tanker and bring back photographic evidence.

OTACON
But I want you first to go up to the top level of the infrastructure, to the bridge. We need to find out where the tanker is headed.

SNAKE
A little reconnaissance, huh?

OTACON
There's too much we don't know about this new prototype. Capabilities, deployment method -- we don't even know how close it is to completion. If we know where the testing arena is, I can start to draw some reasonable conclusions.

SNAKE
All right. I'll head to the bridge ASAP.

OTACON
Try to avoid confrontations. Our goal is to collect evidence on Metal Gear development and expose it to the world. It would be best if you could get out of there without alerting anyone.

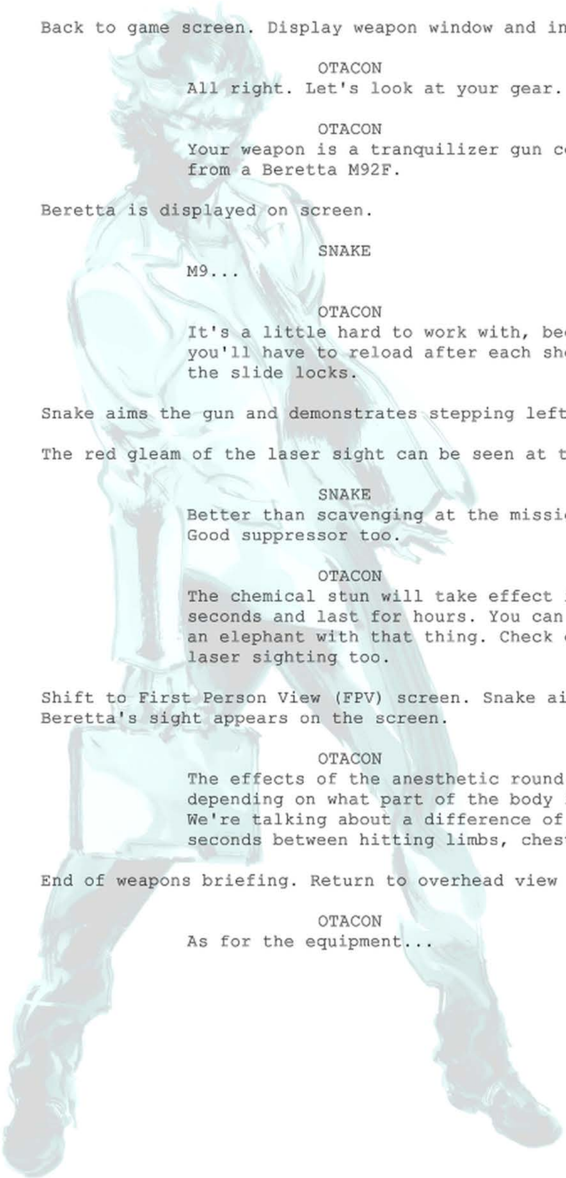
SNAKE
Don't worry. I know the drill -- we're not terrorists.

OTACON
Very good. Don't you forget that you're part of "Philanthropy" now -- an anti-Metal Gear organization and officially recognized by the UN.

SNAKE
Recognized, but still fringe, Otacon.

Explaining Equipment

Sequence



Back to game screen. Display weapon window and introduce equipment.

OTACON
All right. Let's look at your gear.

OTACON
Your weapon is a tranquilizer gun converted
from a Beretta M92F.

Beretta is displayed on screen.

SNAKE
M9...

OTACON
It's a little hard to work with, because
you'll have to reload after each shot since
the slide locks.

Snake aims the gun and demonstrates stepping left and right and peeking.

The red gleam of the laser sight can be seen at the end of M9's barrel.

SNAKE
Better than scavenging at the mission site.
Good suppressor too.

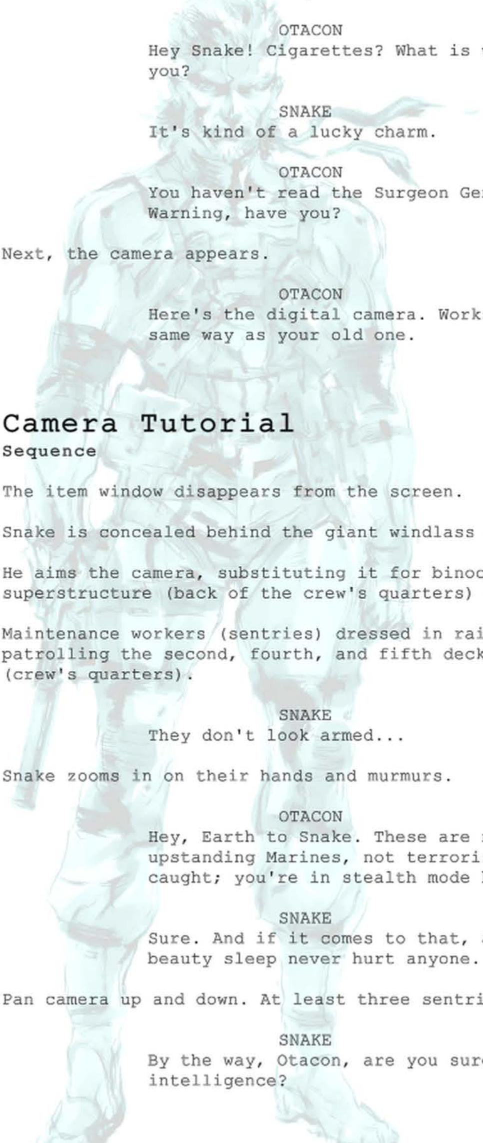
OTACON
The chemical stun will take effect in a few
seconds and last for hours. You can take down
an elephant with that thing. Check out the
laser sighting too.

Shift to First Person View (FPV) screen. Snake aims the gun and the Beretta's sight appears on the screen.

OTACON
The effects of the anesthetic round will vary
depending on what part of the body is hit.
We're talking about a difference of tens of
seconds between hitting limbs, chest or head.

End of weapons briefing. Return to overhead view and onto equipment.

OTACON
As for the equipment...



Item window opens.

The first item is Snake's cigarettes.

OTACON
Hey Snake! Cigarettes? What is wrong with you?

SNAKE
It's kind of a lucky charm.

OTACON
You haven't read the Surgeon General's Warning, have you?

Next, the camera appears.

OTACON
Here's the digital camera. Works almost the same way as your old one.

Camera Tutorial

Sequence

The item window disappears from the screen.

Snake is concealed behind the giant windlass on the deck.

He aims the camera, substituting it for binoculars, to survey the superstructure (back of the crew's quarters) and the guards.

Maintenance workers (sentries) dressed in rain gear can be seen patrolling the second, fourth, and fifth decks of the superstructure (crew's quarters).

SNAKE
They don't look armed...

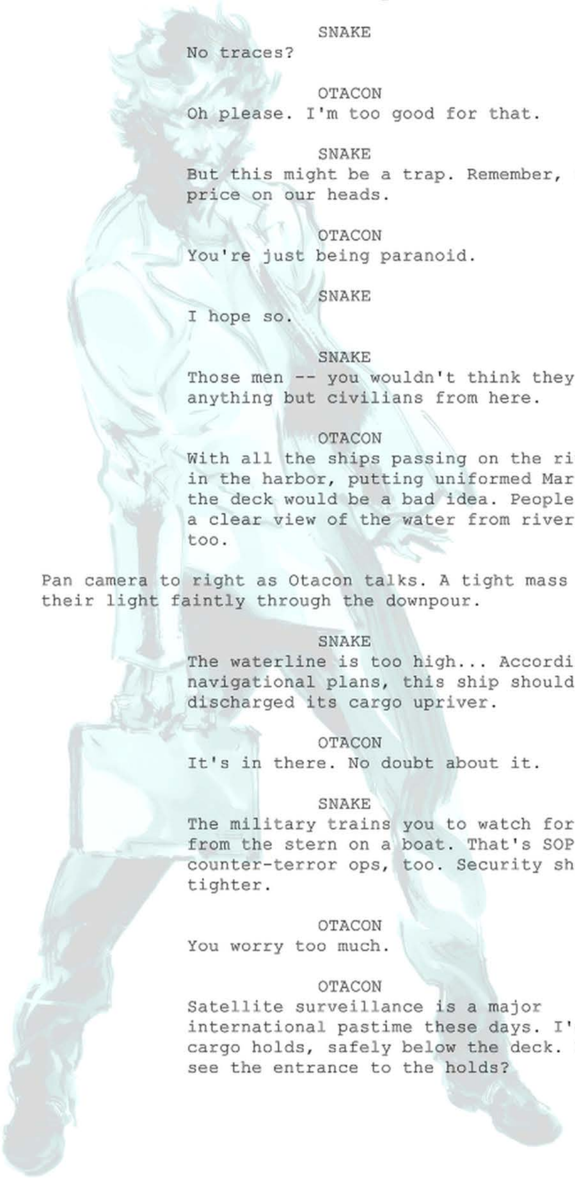
Snake zooms in on their hands and murmurs.

OTACON
Hey, Earth to Snake. These are nice, upstanding Marines, not terrorists. Don't get caught; you're in stealth mode here.

SNAKE
Sure. And if it comes to that, a little beauty sleep never hurt anyone.

Pan camera up and down. At least three sentries are in evidence.

SNAKE
By the way, Otacon, are you sure of this intelligence?



OTACON
Absolutely. Hacked it out of the Pentagon's[3] classified files myself.

SNAKE
No traces?

OTACON
Oh please. I'm too good for that.

SNAKE
But this might be a trap. Remember, there's a price on our heads.

OTACON
You're just being paranoid.

SNAKE
I hope so.

SNAKE
Those men -- you wouldn't think they were anything but civilians from here.

OTACON
With all the ships passing on the river and in the harbor, putting uniformed Marines on the deck would be a bad idea. People can get a clear view of the water from riverside, too.

Pan camera to right as Otacon talks. A tight mass of buildings cast their light faintly through the downpour.

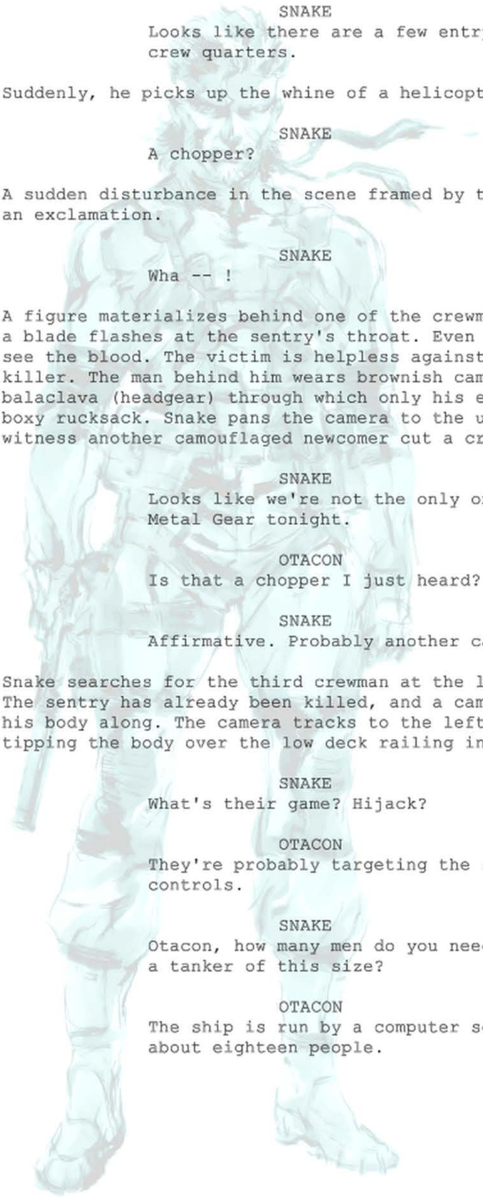
SNAKE
The waterline is too high... According to the navigational plans, this ship should have discharged its cargo upriver.

OTACON
It's in there. No doubt about it.

SNAKE
The military trains you to watch for threats from the stern on a boat. That's SOP for counter-terror ops, too. Security should be tighter.

OTACON
You worry too much.

OTACON
Satellite surveillance is a major international pastime these days. I'd say the cargo holds, safely below the deck. Do you see the entrance to the holds?



Snake zooms in with the camera, searching for a way in.

SNAKE
Looks like there are a few entryways into the
crew quarters.

Suddenly, he picks up the whine of a helicopter nearby.

SNAKE
A chopper?

A sudden disturbance in the scene framed by the camera; Snake lets out an exclamation.

SNAKE
Wha -- !

A figure materializes behind one of the crewmen patrolling the deck, and a blade flashes at the sentry's throat. Even at a distance, Snake can see the blood. The victim is helpless against a clearly professional killer. The man behind him wears brownish camouflage gear and a balaclava (headgear) through which only his eyes show. On his back is a boxy rucksack. Snake pans the camera to the upper left, just in time to witness another camouflaged newcomer cut a crewman's throat.

SNAKE
Looks like we're not the only ones after
Metal Gear tonight.

OTACON
Is that a chopper I just heard?

SNAKE
Affirmative. Probably another cavalry...

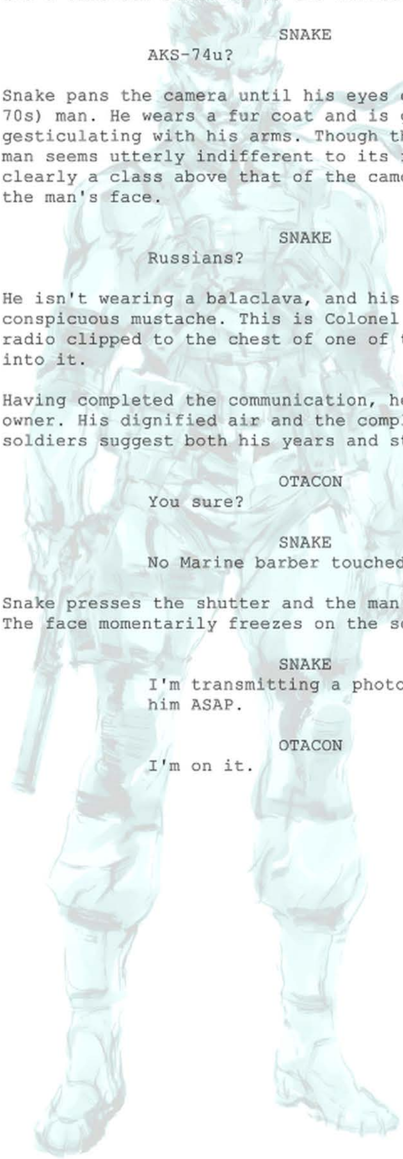
Snake searches for the third crewman at the location of his last check. The sentry has already been killed, and a camouflaged figure is dragging his body along. The camera tracks to the left, and captures the attacker tipping the body over the low deck railing into the river.

SNAKE
What's their game? Hijack?

OTACON
They're probably targeting the ship's
controls.

SNAKE
Otacon, how many men do you need to take over
a tanker of this size?

OTACON
The ship is run by a computer so... I'd say
about eighteen people.



The camera, once again on the superstructure area. The camouflaged men have finished disposing of the bodies. They've taken up their stations and checked their gear. Each now sports an AKS-74u, the stock extended and a silencer attached to the muzzle.

SNAKE
AKS-74u?

Snake pans the camera until his eyes come to rest on an older (late 60s-70s) man. He wears a fur coat and is giving orders to the soldiers, gesticulating with his arms. Though the rain continues to beat down, the man seems utterly indifferent to its force, and his appearance is clearly a class above that of the camouflaged figures. Snake zooms in on the man's face.

SNAKE
Russians?

He isn't wearing a balaclava, and his coat collars are up, framing a conspicuous mustache. This is Colonel Gurlukovich. The Colonel seizes a radio clipped to the chest of one of the soldiers and shouts something into it.

Having completed the communication, he thrusts the radio back to its owner. His dignified air and the complete attention he commands from the soldiers suggest both his years and status as a military man.

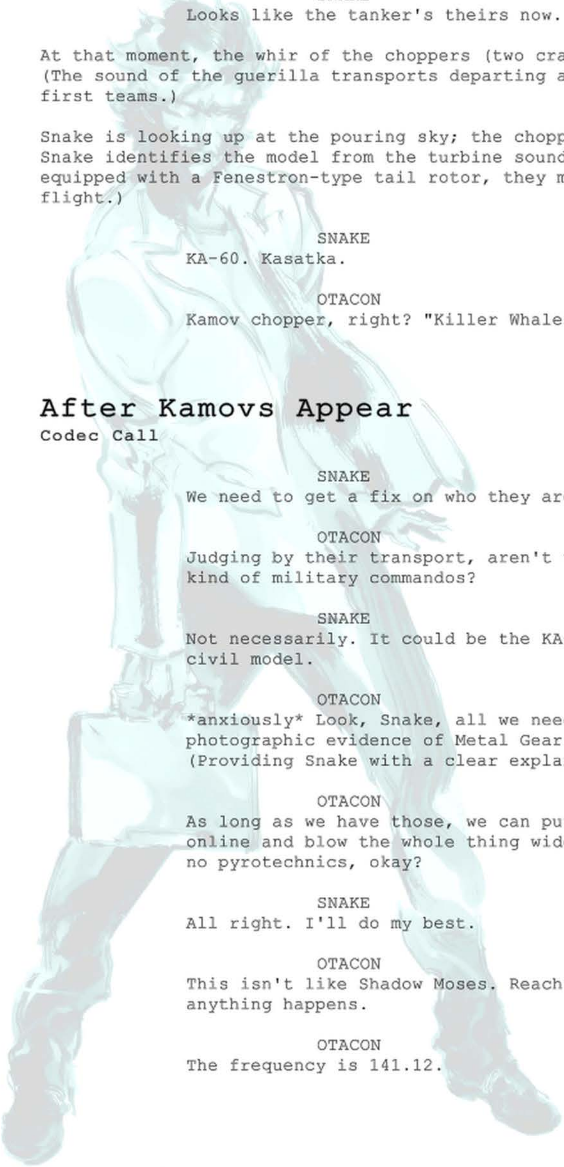
OTACON
You sure?

SNAKE
No Marine barber touched that head of hair.

Snake presses the shutter and the man's image is automatically saved. The face momentarily freezes on the screen.

SNAKE
I'm transmitting a photo. Let's get an ID on him ASAP.

OTACON
I'm on it.



Kamovs Appear

SNAKE
Looks like the tanker's theirs now.

At that moment, the whir of the choppers (two crafts) starts up again. (The sound of the guerilla transports departing after dropping off the first teams.)

Snake is looking up at the pouring sky; the choppers cannot be seen, but Snake identifies the model from the turbine sound. (Because Kamovs are equipped with a Fenestron-type tail rotor, they make a distinct sound in flight.)

SNAKE
KA-60. Kasatka.

OTACON
Kamov chopper, right? "Killer Whale"...

After Kamovs Appear

Codec Call

SNAKE
We need to get a fix on who they are.

OTACON
Judging by their transport, aren't they some kind of military commandos?

SNAKE
Not necessarily. It could be the KA-62, the civil model.

OTACON
anxiously Look, Snake, all we need is the photographic evidence of Metal Gear. (Providing Snake with a clear explanation.)

OTACON
As long as we have those, we can put it online and blow the whole thing wide open. So no pyrotechnics, okay?

SNAKE
All right. I'll do my best.

OTACON
This isn't like Shadow Moses. Reach me if anything happens.

OTACON
The frequency is 141.12.

SNAKE
How can I check in and save my progress?

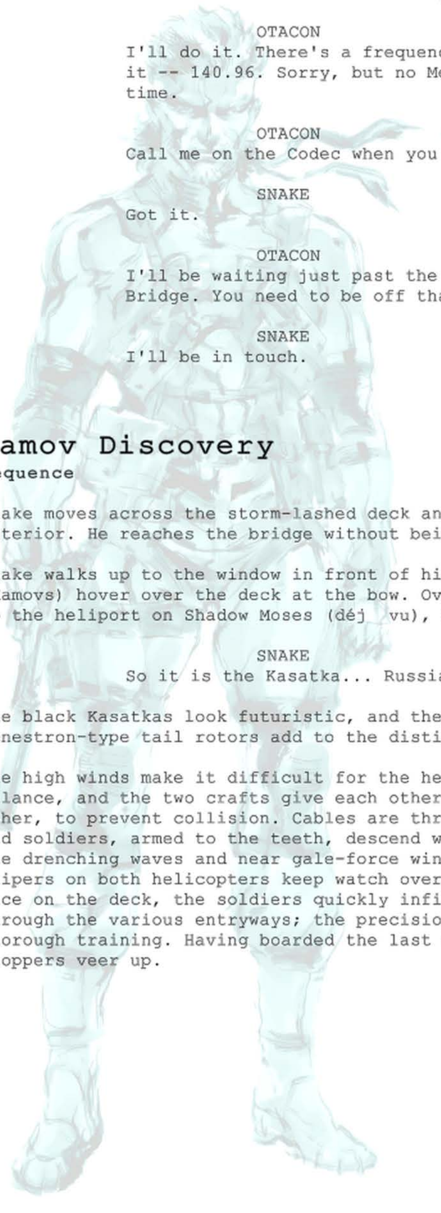
OTACON
I'll do it. There's a frequency set aside for it -- 140.96. Sorry, but no Mei Ling this time.

OTACON
Call me on the Codec when you want to save.

SNAKE
Got it.

OTACON
I'll be waiting just past the Verrazzano Bridge. You need to be off that ship by then.

SNAKE
I'll be in touch.



Kamov Discovery

Sequence

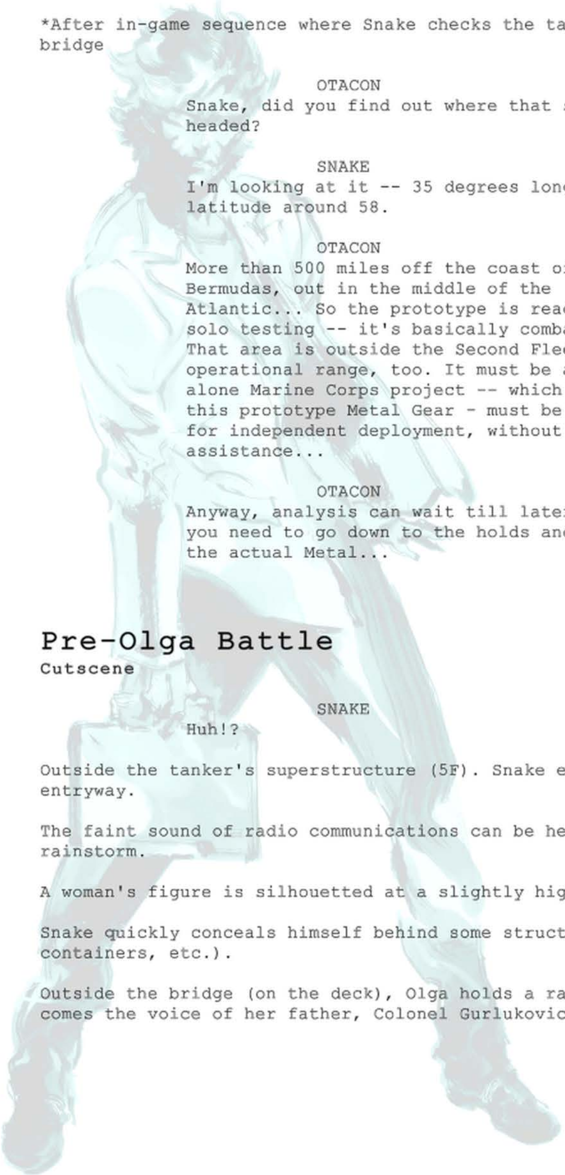
Snake moves across the storm-lashed deck and infiltrates the tanker's interior. He reaches the bridge without being spotted.

Snake walks up to the window in front of him. Two transport helicopters (Kamovs) hover over the deck at the bow. Overcome by a sudden flashback to the heliport on Shadow Moses (déjà vu), Snake murmurs:

SNAKE
So it is the Kasatka... Russian choppers...!

The black Kasatkas look futuristic, and the design of the signature Fenestron-type tail rotors add to the distinctly un-Russian impression.

The high winds make it difficult for the helicopters to maintain their balance, and the two crafts give each other a wide berth, one below the other, to prevent collision. Cables are thrown down from the choppers, and soldiers, armed to the teeth, descend with fluid rapidity through the drenching waves and near gale-force winds. They are Gurlukovich men. Snipers on both helicopters keep watch over the safe descent of the men. Once on the deck, the soldiers quickly infiltrate the tanker's interior through the various entryways; the precision of the process implies thorough training. Having boarded the last man onto the ship, the choppers veer up.



Bridge

Codec Call

*After in-game sequence where Snake checks the tanker's course from the bridge

OTACON

Snake, did you find out where that ship is headed?

SNAKE

I'm looking at it -- 35 degrees longitude, latitude around 58.

OTACON

More than 500 miles off the coast of the Bermudas, out in the middle of the Atlantic... So the prototype is ready for solo testing -- it's basically combat-worthy. That area is outside the Second Fleet's operational range, too. It must be a stand-alone Marine Corps project -- which means this prototype Metal Gear - must be designed for independent deployment, without any Naval assistance...

OTACON

Anyway, analysis can wait till later. Snake, you need to go down to the holds and locate the actual Metal...

Pre-Olga Battle

Cutscene

SNAKE

Huh!?

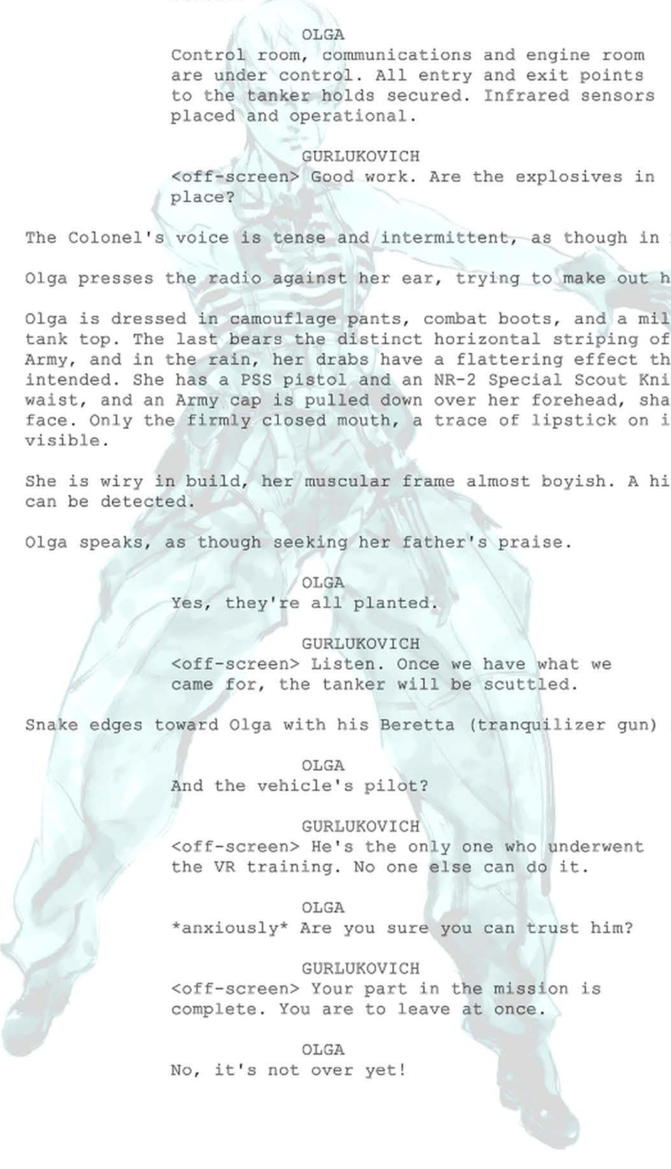
Outside the tanker's superstructure (5F). Snake exits from the port entryway.

The faint sound of radio communications can be heard through the rainstorm.

A woman's figure is silhouetted at a slightly higher point.

Snake quickly conceals himself behind some structures (cargo, containers, etc.).

Outside the bridge (on the deck), Olga holds a radio to her ear. From it comes the voice of her father, Colonel Gurlukovich.



GURLUKOVICH
<off-screen> ... Shalashaska has landed. I'm on my way to the tanker holds... Report your status.

OLGA
Control room, communications and engine room are under control. All entry and exit points to the tanker holds secured. Infrared sensors placed and operational.

GURLUKOVICH
<off-screen> Good work. Are the explosives in place?

The Colonel's voice is tense and intermittent, as though in motion.

Olga presses the radio against her ear, trying to make out his words.

Olga is dressed in camouflage pants, combat boots, and a military-issue tank top. The last bears the distinct horizontal striping of the Russian Army, and in the rain, her drabs have a flattering effect the Army never intended. She has a PSS pistol and an NR-2 Special Scout Knife on her waist, and an Army cap is pulled down over her forehead, shading her face. Only the firmly closed mouth, a trace of lipstick on it, is visible.

She is wiry in build, her muscular frame almost boyish. A hint of Meryl can be detected.

Olga speaks, as though seeking her father's praise.

OLGA
Yes, they're all planted.

GURLUKOVICH
<off-screen> Listen. Once we have what we came for, the tanker will be scuttled.

Snake edges toward Olga with his Beretta (tranquilizer gun) ready.

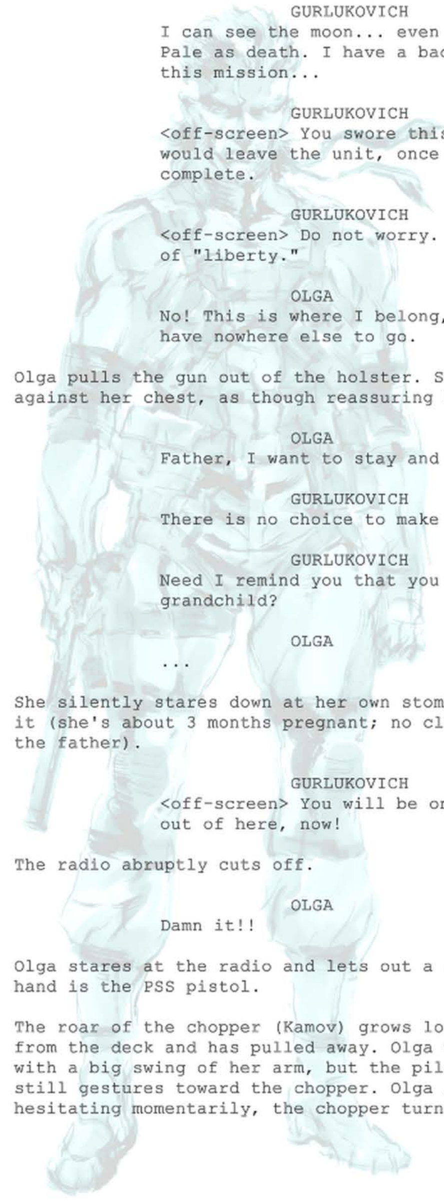
OLGA
And the vehicle's pilot?

GURLUKOVICH
<off-screen> He's the only one who underwent the VR training. No one else can do it.

OLGA
anxiously Are you sure you can trust him?

GURLUKOVICH
<off-screen> Your part in the mission is complete. You are to leave at once.

OLGA
No, it's not over yet!



She swings her arm in dogged defiance.

GURLUKOVICH
I can see the moon... even in this storm. Pale as death. I have a bad feeling about this mission...

GURLUKOVICH
<off-screen> You swore this to me. That you would leave the unit, once the mission was complete.

GURLUKOVICH
<off-screen> Do not worry. This is a country of "liberty."

OLGA
No! This is where I belong, with the unit. I have nowhere else to go.

Olga pulls the gun out of the holster. She cradles the 7.62mm PSS pistol against her chest, as though reassuring herself.

OLGA
Father, I want to stay and fight.

GURLUKOVICH
There is no choice to make here, Olga!

GURLUKOVICH
Need I remind you that you are carrying my grandchild?

OLGA
...

She silently stares down at her own stomach and gently places a hand on it (she's about 3 months pregnant; no clue given as to the identity of the father).

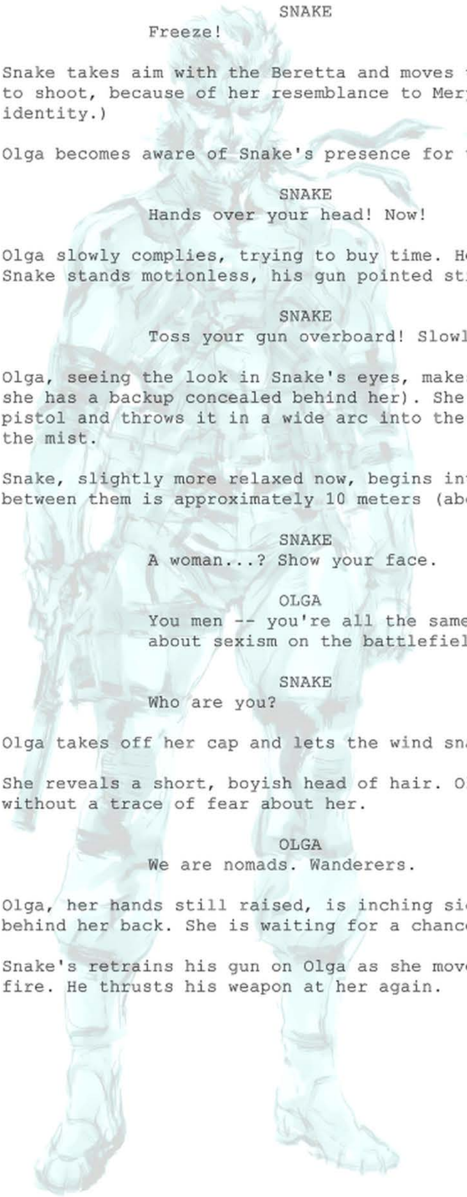
GURLUKOVICH
<off-screen> You will be on the helicopter out of here, now!

The radio abruptly cuts off.

OLGA
Damn it!!

Olga stares at the radio and lets out a frustrated grunt. In her right hand is the PSS pistol.

The roar of the chopper (Kamov) grows louder; one has already taken off from the deck and has pulled away. Olga waves away the other chopper with a big swing of her arm, but the pilot (in the right-hand seat) still gestures toward the chopper. Olga indicates a refusal, and after hesitating momentarily, the chopper turns and speeds away.



Olga stares at the departing craft, returning the radio to her waist.

SNAKE
Freeze!

Snake takes aim with the Beretta and moves toward Olga. (He is unwilling to shoot, because of her resemblance to Meryl and his desire to know her identity.)

Olga becomes aware of Snake's presence for the first time.

SNAKE
Hands over your head! Now!

Olga slowly complies, trying to buy time. Her underarms are unshaven. Snake stands motionless, his gun pointed straight at her forehead.

SNAKE
Toss your gun overboard! Slowly.

Olga, seeing the look in Snake's eyes, makes up her mind (it helps that she has a backup concealed behind her). She takes her silenced PSS pistol and throws it in a wide arc into the sea. The PSS disappears into the mist.

Snake, slightly more relaxed now, begins interrogating her. The distance between them is approximately 10 meters (about 35 feet).

SNAKE
A woman...? Show your face.

OLGA
You men -- you're all the same. (Talking about sexism on the battlefield.)

SNAKE
Who are you?

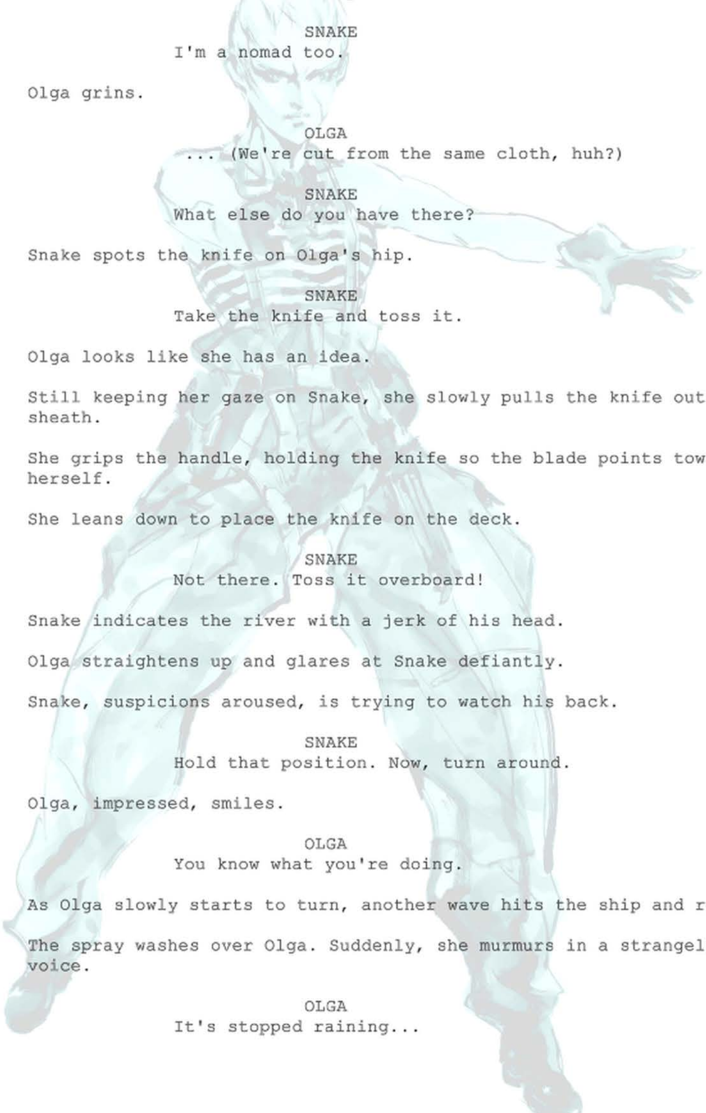
Olga takes off her cap and lets the wind snatch it from her hand.

She reveals a short, boyish head of hair. Olga is expressionless, without a trace of fear about her.

OLGA
We are nomads. Wanderers.

Olga, her hands still raised, is inching sideways. She has a USP tucked behind her back. She is waiting for a chance to get to the weapon.

Snake's retrains his gun on Olga as she moves, but still he does not fire. He thrusts his weapon at her again.



SNAKE
I said don't move!

OLGA
Americans... So you shoot women too?

SNAKE
I'm a nomad too.

Olga grins.

OLGA
... (We're cut from the same cloth, huh?)

SNAKE
What else do you have there?

Snake spots the knife on Olga's hip.

SNAKE
Take the knife and toss it.

Olga looks like she has an idea.

Still keeping her gaze on Snake, she slowly pulls the knife out of its sheath.

She grips the handle, holding the knife so the blade points toward herself.

She leans down to place the knife on the deck.

SNAKE
Not there. Toss it overboard!

Snake indicates the river with a jerk of his head.

Olga straightens up and glares at Snake defiantly.

Snake, suspicions aroused, is trying to watch his back.

SNAKE
Hold that position. Now, turn around.

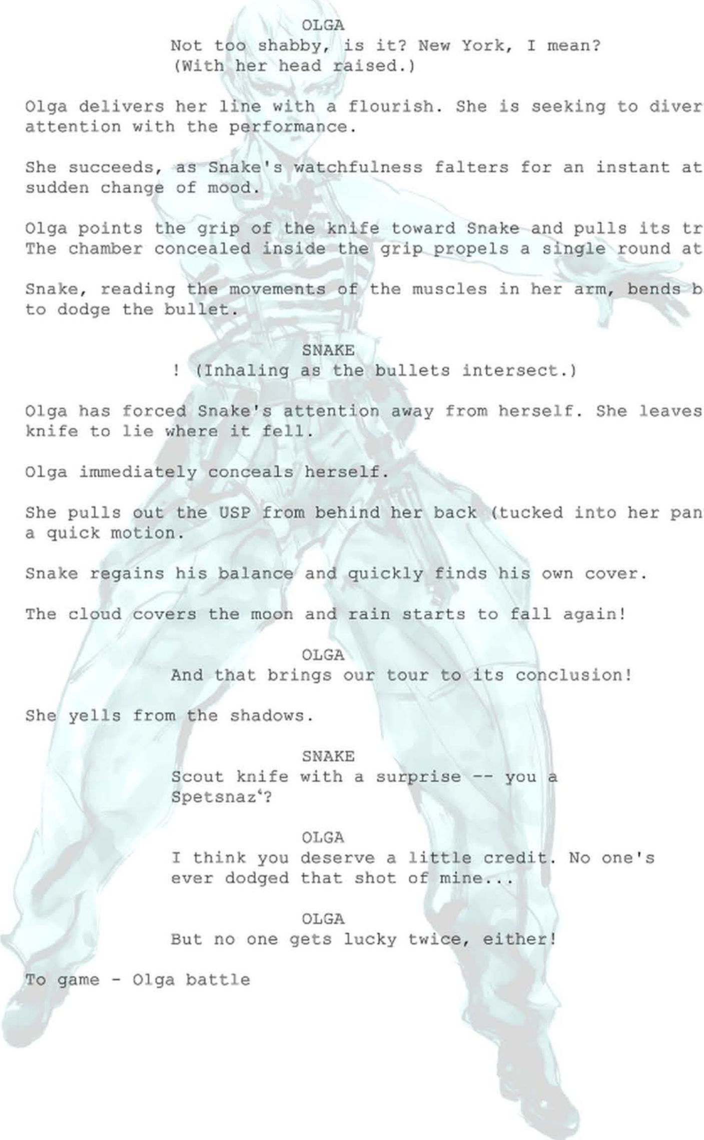
Olga, impressed, smiles.

OLGA
You know what you're doing.

As Olga slowly starts to turn, another wave hits the ship and rocks it.

The spray washes over Olga. Suddenly, she murmurs in a strangely sultry voice.

OLGA
It's stopped raining...



She looks up at the sky. The rain has let up and the sky is momentarily clear. Behind Olga is the familiar Manhattan nightscape, with the Statue of Liberty. A full moon broods over a cluster of skyscrapers. Olga raises her hands further skyward.

OLGA
Not too shabby, is it? New York, I mean?
(With her head raised.)

Olga delivers her line with a flourish. She is seeking to divert Snake's attention with the performance.

She succeeds, as Snake's watchfulness falters for an instant at her sudden change of mood.

Olga points the grip of the knife toward Snake and pulls its trigger. The chamber concealed inside the grip propels a single round at Snake.

Snake, reading the movements of the muscles in her arm, bends backward to dodge the bullet.

SNAKE
! (Inhaling as the bullets intersect.)

Olga has forced Snake's attention away from herself. She leaves her knife to lie where it fell.

Olga immediately conceals herself.

She pulls out the USP from behind her back (tucked into her pants) with a quick motion.

Snake regains his balance and quickly finds his own cover.

The cloud covers the moon and rain starts to fall again!

OLGA
And that brings our tour to its conclusion!

She yells from the shadows.

SNAKE
Scout knife with a surprise -- you a
Spetsnaz‘?

OLGA
I think you deserve a little credit. No one's
ever dodged that shot of mine...

OLGA
But no one gets lucky twice, either!

To game - Olga battle

Footnotes

[1] A city in the U.S. state of Massachusetts; in this case, Otacon is referring to the Natick Soldier Center (NSC) located there. This is the research arm of the U.S. Army Soldier Systems Center, conducting R&D primarily on military technology.

[2] Its official name is the U.S. Army Soldier Systems Center.

[3] The headquarters building for the United States Department of Defense. Its name comes from the shape of the building. The nerve center of America's national defense.

[4] Special forces that handled military intelligence and reconnaissance activities for the former Soviet Union and have continued to operate for the Russian military since the end of the Cold War.

Codec Conversations

•Otacon

Prior to Olga Battle

Enter from a hatch on the port or starboard side – stern deck

OTACON

Snake, you need to get to the bridge on the top level of the infrastructure. First, find a door that leads into the tanker's interior and infiltrate the ship.

How to open watertight hatches (incoming call)

OTACON

Snake, go through that door into the ship's interior.

OTACON

Push the Action Button down in front of the door and wait until the door opens before letting go.

OTACON

If you need to open the door faster, hit the Action Button repeatedly while you turn the handle. Make sure you keep doing it until the door is open.

Hatch that doesn't open

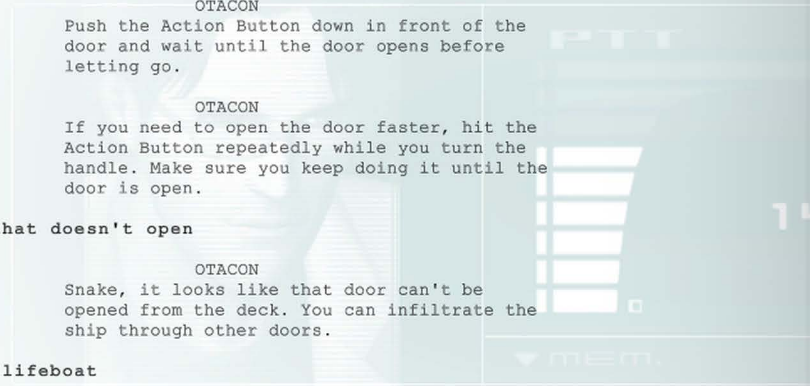
OTACON

Snake, it looks like that door can't be opened from the deck. You can infiltrate the ship through other doors.

Near a lifeboat

OTACON

I see a lifeboat. That's a fully enclosed, fire-resistant model, equipped with its own oxygen pump.



*First time only

OTACON
Those have a water-based cooling system and self-contained air supply on board. This means that even if the boat is sealed, there would still be air available for the crew and engine operation.

OTACON
It automatically rights itself if it's overturned, and can withstand contact with fire for a significant period of time.

*Second and subsequent times

OTACON
But you won't be able to use that lifeboat. It's too noticeable, for one thing, and it just doesn't have the kind of speed we need.

Locations where bodies can be thrown overboard

OTACON
It looks like that part of the railing flares out. Once you take out someone, drag the body there and throw it over.

OTACON
It's a bad idea to leave the body around. You wouldn't want to alert the enemy of your presence.

Use First Person View attacks to take out enemies on the second deck

OTACON
Snake, switch to First Person View and look at the upper decks. See the sentries? Take them out in First Person View before they see you.

-->First Person View attacks (p. 96)

Releasing photos of the new Metal Gear

OTACON
When the photos are in, we'll put them online and blow this whole thing wide open on the Web.

SNAKE
Don't you think that the authorities will just shut us down?

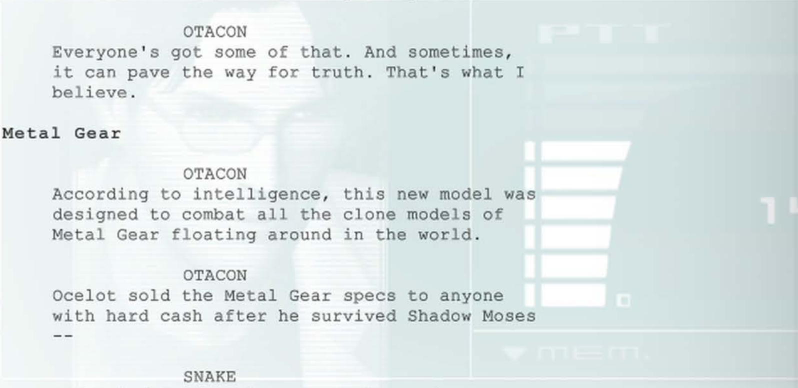
OTACON
Probably. But it won't matter -- there'll be mirror sites spawning within minutes after those images go up. We won't even have to ask; people will be grabbing the pictures. There's no way anyone can stop it.

OTACON
Information has a life of its own, and as long as it lasts, it'll keep existing-- even if it has to change its form or location.

SNAKE
Life?

OTACON
Yeah -- the desire of people to learn. The demand for data.

SNAKE
That's called idle curiosity in my book.



OTACON
Everyone's got some of that. And sometimes, it can pave the way for truth. That's what I believe.

The new Metal Gear

OTACON
According to intelligence, this new model was designed to combat all the clone models of Metal Gear floating around in the world.

OTACON
Ocelot sold the Metal Gear specs to anyone with hard cash after he survived Shadow Moses --

SNAKE
And raked in enough money to buy a decent-sized country in the process.

OTACON
But was that -- was money really Ocelot's end objective?

SNAKE
You think he had a deeper plan?

OTACON
I do. Nothing definite, but acquiring a large sum of money is always a good starting point for another project.

SNAKE
Hmm...

OTACON
Anyway, every country that paid off Ocelot is racing to produce its own bipedal tank -- one that can launch the so-called "invisible nuclear warhead."

OTACON
If the whole world has a Metal Gear, the military dominance of the U.S. will disappear.

OTACON
In a world where Metal Gear has become commonplace, the only way to regain the upper hand is to possess a weapon even more powerful than Metal Gear.

SNAKE
And that means a new Metal Gear.

OTACON
Exactly. The arms race must go on.

The new Metal Gear (2)

OTACON
The Metal Gear that the tanker is transporting is being developed under Marine Corps jurisdiction.

OTACON
But -- I've also heard a rumor that the Navy is working on its own Metal Gear.

SNAKE
Any more info on the Navy's model?

OTACON
I tried to hack some out, but security was too tight.

OTACON
There's a lot of money being allocated -- that's for sure. But every one of my investigations takes me to one name, then hits a brick wall.

OTACON
The name is "The Patriots."

SNAKE
Who are they?

OTACON
I wish I knew. I have no idea if this is an individual, or an organization, even.

OTACON

But once we expose the presence of this Marine Corps Metal Gear to the world, maybe that will shake the "Patriots" out of the tree.

OTACON

This mission is partly about that too.

Get back inside

OTACON

Snake, you need to get to the bridge on top of the superstructure. Get back inside the ship and head upstairs.

Head deeper inside - make your way to the bridge (Deck-A, Crew's Quarters)

OTACON

There are stairs in the North Block that will take you up. Head north for now.

Head up - make your way to the bridge

OTACON

Snake, go to the bridge first and find out where this ship is headed.

OTACON

The bridge is on the top level. Go up.

Watch out for footprints

OTACON

Snake, watch out for the floor there. It's wet from the rain. You'll leave tracks if you just walk on it.

OTACON

If someone finds your prints, they may decide to raise the alarm. Crawl instead and you won't leave any traces.

Near a locker

OTACON

See those lockers? It's a good place to hide yourself if you're in a pinch.

OTACON

Push the Action Button near the locker to open the door. Walk into it for a quick concealment.

OTACON

You can see out from the slit in the door. Make sure you check the area using First Person View before you go out.

OTACON

Push the Action Button once more to get out of the locker.

OTACON

You can also hide enemies you've knocked out in the locker. Just open the locker, then drag the body to the locker.

Using locker doors as a shield

OTACON

If you open the locker, you can use the door as a cover during an exchange of gunfire.

OTACON

But of course, this is a pretty flimsy door -- there are limits to how many bullets it can withstand. Don't count on it too much, okay?

Inside a locker

SNAKE

This reminds me of when we first met.

OTACON

I was the one inside the locker that time. We're equal now, huh?

SNAKE

Not unless I wet my pants.

OTACON

That's a low blow, Snake!

Near steam pipes

OTACON

Snake, those pipes you see along the wall and ceiling are steam conduits. They're thin enough to penetrate with gunfire.

OTACON

Don't touch the steam -- one of those blasts from the hole will burn your skin off. You may be able to use it as a trap of some sort, though.

Hunched over

*While looking at a poster of a pinup model inside a locker

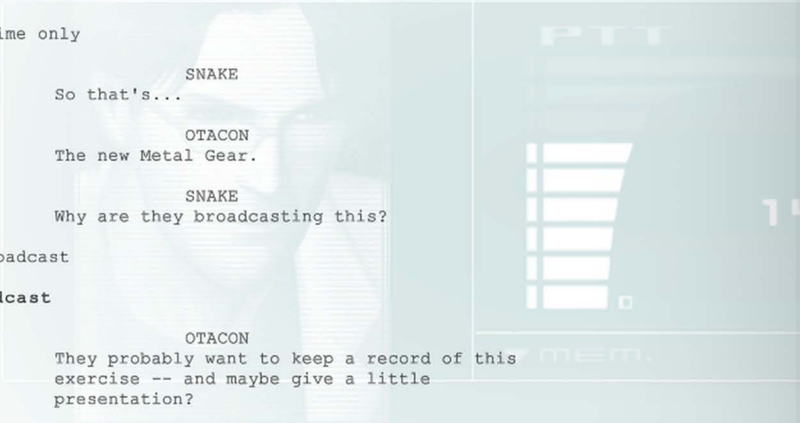
OTACON
annoyed What do you think you're doing, Snake? You don't have enough to keep you busy? Try to remember the mission, if you can.

Door that won't open in south area of Deck-A, Crew's Quarters

OTACON
Snake, that door is probably busted. Try the other ones.

TV showing the holds

OTACON
Look at the TV over there. It's showing the hold.



*First time only

SNAKE
So that's...

OTACON
The new Metal Gear.

SNAKE
Why are they broadcasting this?

-->TV broadcast

TV broadcast

OTACON
They probably want to keep a record of this exercise -- and maybe give a little presentation?

SNAKE
Presentation?

OTACON
That ship's been transmitting a live video feed via military satellite uplink for a while now.

SNAKE
So there's some brass out there, smacking their lips over this little home movie.

OTACON

I've been trying to pinpoint the receiving location, but I haven't had much luck. There's a heavy duty firewall in the way. I'll try some more, though.

SNAKE

Wherever it is, it must be a warm, dry office with hot coffee on tap.

OTACON

A far cry from that tanker, huh? That's what happens when the battlefield has a Revolution in Military Affairs.

TV (2)

OTACON

Snake, how long are you going to stand around watching TV? Get back to the mission.

Crew's lounge

OTACON

That must be the crew lounge. The tanker's crewmen would relax here when they're off-shift.

OTACON

There's a lot of stuff there. Make sure you don't move it around too much.

OTACON

Someone may notice that it's been tampered with. Leave no traces -- that's common sense when infiltrating a target, right?

Hallway nook - Deck-B, Crew's Quarters

OTACON

The hallway's pretty narrow, but there is that alcove to the side. If you're about to run into someone, you can always hide in there and let them pass.

Near Deck-B watertight hatch

OTACON

Snake, that door opens out onto the deck.

OTACON

You still have to get to the bridge to find out where this transport is headed. Go up.

Surveillance camera - Deck C, Crew's Quarters

OTACON

Snake, there's a surveillance camera in place. Once you're in its field of view, an alarm will go off. You can't afford to be seen.

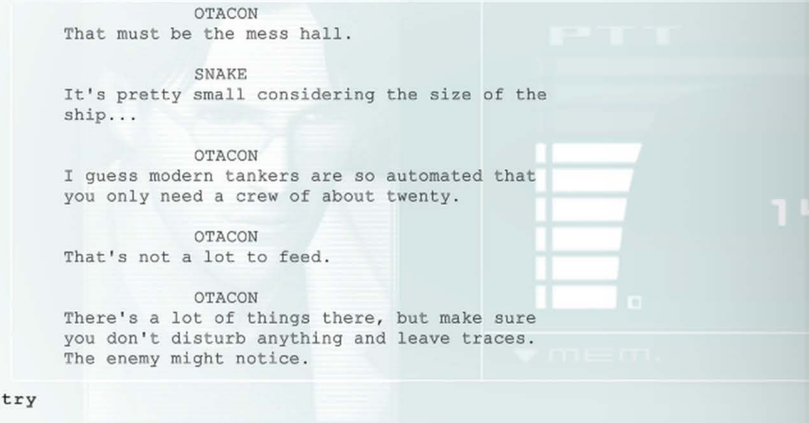
OTACON

Wait for the camera to point the other way, then run past it. There's also a blind spot right beneath the camera. Use it to buy some time.

OTACON

You can also use the chaff grenade to set up some electronic interference. The camera will be ineffective for a while.

Mess hall - Deck D, Crew's Quarters



OTACON

That must be the mess hall.

SNAKE

It's pretty small considering the size of the ship...

OTACON

I guess modern tankers are so automated that you only need a crew of about twenty.

OTACON

That's not a lot to feed.

OTACON

There's a lot of things there, but make sure you don't disturb anything and leave traces. The enemy might notice.

The pantry

OTACON

Snake, that's the pantry -- where they keep the food supplies.

OTACON

Hm, lots of cardboard boxes. You could probably use one to blend in and avoid being discovered.

Near the body of a Marine

*First time only

OTACON
So he was about to have dinner...

SNAKE
And got a bullet in the head instead. Poor bastard.

The tanker - autopilot

OTACON
This is the bridge -- but it's not just a place where you steer the ship.

OTACON
In a modern tanker, navigational, engine control, communication, and all the other major operational functions are consolidated in the bridge.

OTACON
The ship is auto-piloted via a global positioning satellite system. This is a precision instrument we're talking about here, so it's probably best to leave it alone.

Gremlins at the stairwell

*On Hard difficulty or higher, if player attempts to go up stairs to the bridge during Alert Mode

OTACON
Snake, they're waiting to ambush you on top of the stairs! There's no way you can make it up while being sniped from above.

OTACON
You can't get up those stairs until you've shaken the enemy from your trail. Get out of there for now!

Prior to Olga battle

OTACON
There's something about that soldier who was standing outside the infrastructure. I think you should check it out -- use the hatch on the port side of the infrastructure to get out onto the navigational deck.

OTACON
That's where you need to go.

Kasatka facts and figures

OTACON

So that's the Ka-60 Kasatka -- a multipurpose military helicopter built by Kamov, the Russian aerospace firm.

OTACON

It adapts to a variety of missions: troop and weapons transport, MedEvac, target marking for attack choppers, even all-weather surveillance missions.

OTACON

It uses Fenestron-type tail rotors. That's what makes the distinct rotor sound that you picked up.

OTACON

It is a Russian helicopter, but we can't be sure that the hijackers are Russian military.

OTACON

After all, Kamov did make a civilian version, the Ka-62, and there's also the Ka-64, the export model.

1.12
TUNE

SECTION 2

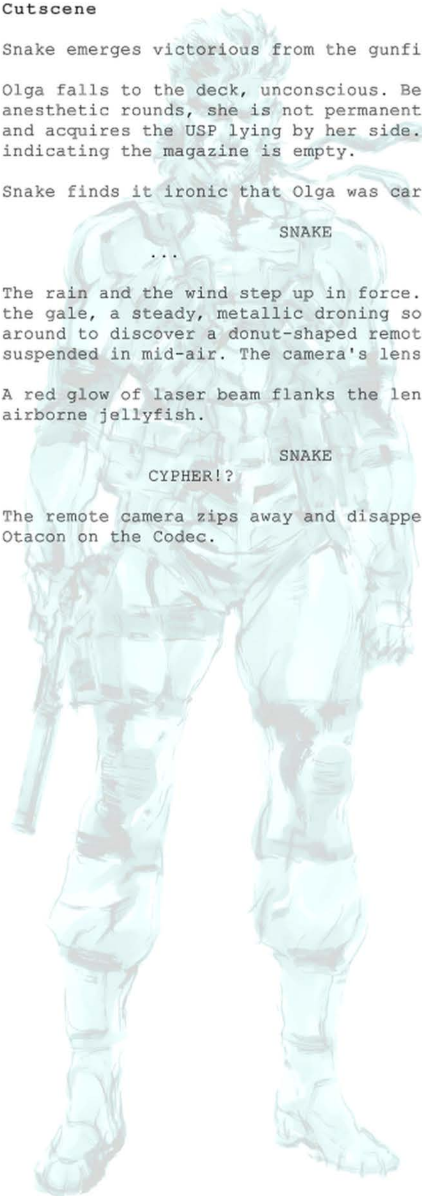
Olga Battle

– End of Tanker Chapter

オルガ戦～タンカー編終了

Post-Olga Battle Victory

Cutscene



Snake emerges victorious from the gunfight with Olga.

Olga falls to the deck, unconscious. Because Snake's gun fires anesthetic rounds, she is not permanently harmed. Snake walks up to Olga and acquires the USP lying by her side. The slide is locked back, indicating the magazine is empty.

Snake finds it ironic that Olga was carrying an American-made sidearm.

SNAKE

...

The rain and the wind step up in force. Through the hoarse whistling of the gale, a steady, metallic droning sound approaches. Snake turns around to discover a donut-shaped remote camera (reconnaissance craft) suspended in mid-air. The camera's lens is focused on Snake.

A red glow of laser beam flanks the lens. The thing resembles an airborne jellyfish.

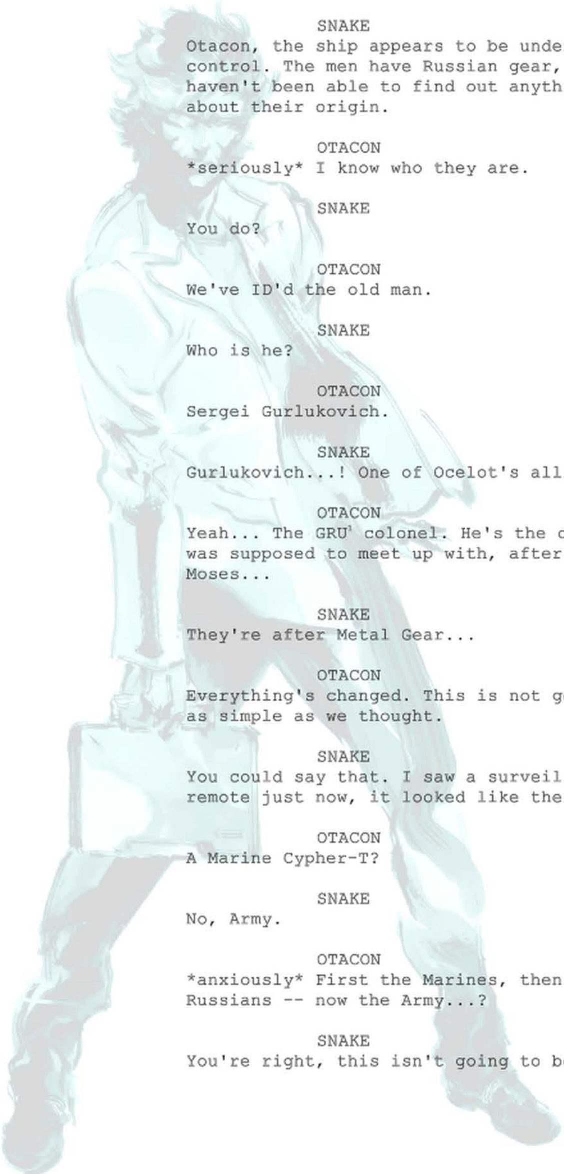
SNAKE

CYPHER!?

The remote camera zips away and disappears into the rain. Snake raises Otacon on the Codec.

Post-Olga Battle Victory

Codec Call



SNAKE

Otacon, the ship appears to be under their control. The men have Russian gear, but I haven't been able to find out anything else about their origin.

OTACON

seriously I know who they are.

SNAKE

You do?

OTACON

We've ID'd the old man.

SNAKE

Who is he?

OTACON

Sergei Gurlukovich.

SNAKE

Gurlukovich...! One of Ocelot's allies?

OTACON

Yeah... The GRU[1] colonel. He's the one Ocelot was supposed to meet up with, after Shadow Moses...

SNAKE

They're after Metal Gear...

OTACON

Everything's changed. This is not going to be as simple as we thought.

SNAKE

You could say that. I saw a surveillance remote just now, it looked like the Cypher.

OTACON

A Marine Cypher-T?

SNAKE

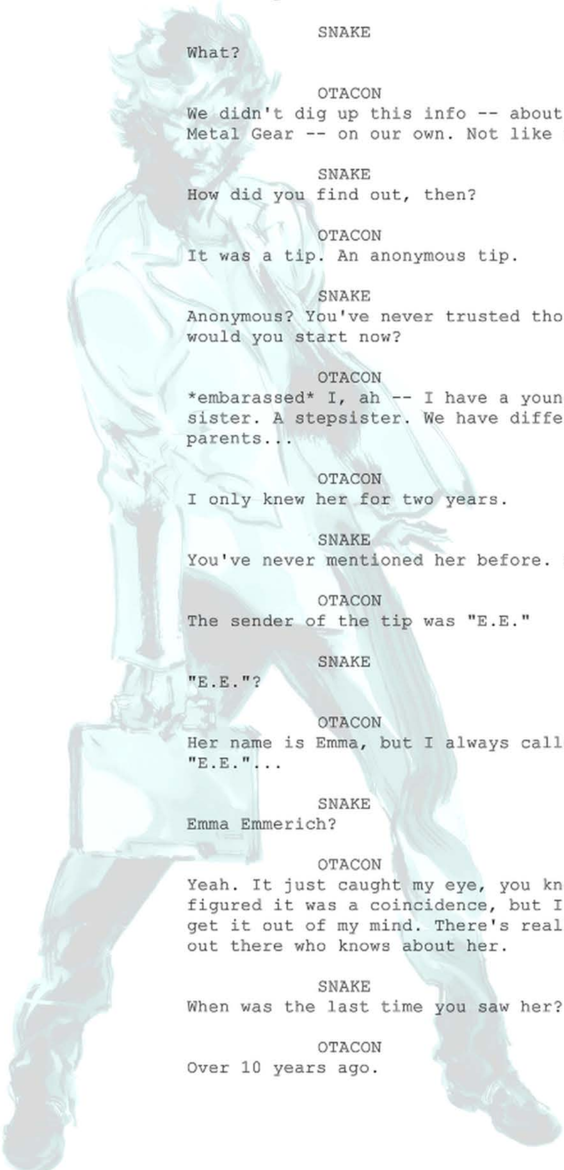
No, Army.

OTACON

anxiously First the Marines, then the Russians -- now the Army...?

SNAKE

You're right, this isn't going to be simple.



OTACON
thinking Snake -- There's something I have to tell you.

SNAKE
What?

OTACON
We didn't dig up this info -- about the new Metal Gear -- on our own. Not like usual...

SNAKE
How did you find out, then?

OTACON
It was a tip. An anonymous tip.

SNAKE
Anonymous? You've never trusted those -- why would you start now?

OTACON
embarassed I, ah -- I have a younger sister. A stepsister. We have different parents...

OTACON
I only knew her for two years.

SNAKE
You've never mentioned her before. So...?

OTACON
The sender of the tip was "E.E."

SNAKE
"E.E."?

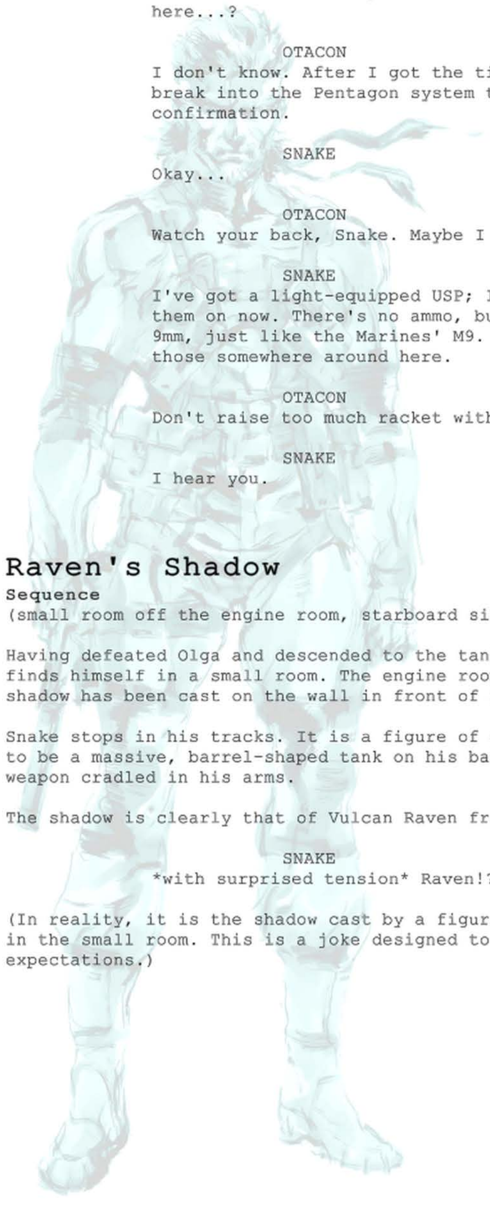
OTACON
Her name is Emma, but I always called her "E.E."...

SNAKE
Emma Emmerich?

OTACON
Yeah. It just caught my eye, you know? I figured it was a coincidence, but I couldn't get it out of my mind. There's really no one out there who knows about her.

SNAKE
When was the last time you saw her?

OTACON
Over 10 years ago.



SNAKE
You think it's a trap? To lure us out here...?

OTACON
I don't know. After I got the tip, I did break into the Pentagon system to get confirmation.

SNAKE
Okay...

OTACON
Watch your back, Snake. Maybe I screwed up.

SNAKE
I've got a light-equipped USP; I can take them on now. There's no ammo, but it takes a 9mm, just like the Marines' M9. I'll find those somewhere around here.

OTACON
Don't raise too much racket with that thing.

SNAKE
I hear you.

Raven's Shadow

Sequence

(small room off the engine room, starboard side)

Having defeated Olga and descended to the tanker's lower levels, Snake finds himself in a small room. The engine room is just ahead. A giant shadow has been cast on the wall in front of him.

Snake stops in his tracks. It is a figure of a man, wearing what appears to be a massive, barrel-shaped tank on his back and a great cannon-like weapon cradled in his arms.

The shadow is clearly that of Vulcan Raven from MGS1.

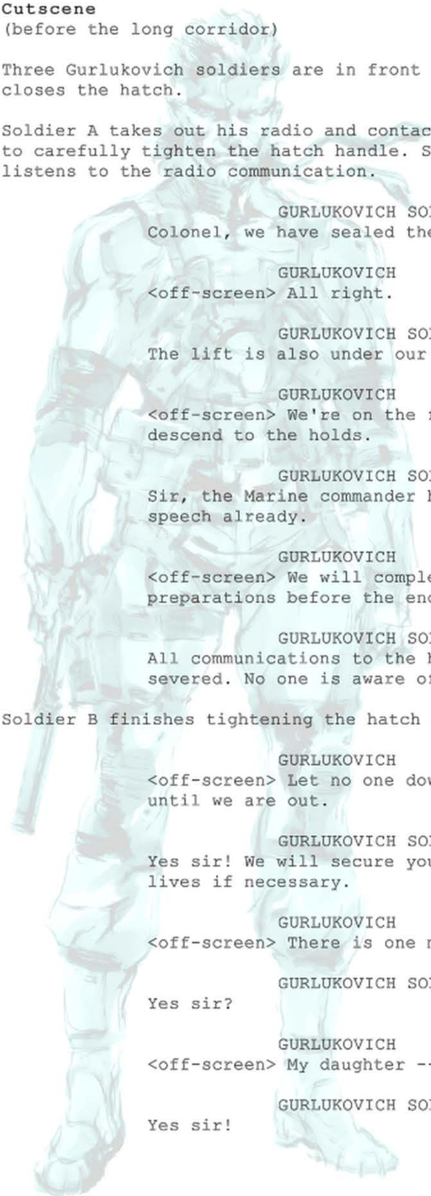
SNAKE
with surprised tension Raven!?

(In reality, it is the shadow cast by a figure of Raven that was placed in the small room. This is a joke designed to toy with the player's expectations.)

Sealing the Hatches

Cutscene

(before the long corridor)



Three Gurlukovich soldiers are in front of a dividing wall. Soldier B closes the hatch.

Soldier A takes out his radio and contacts the Colonel. Soldier B begins to carefully tighten the hatch handle. Snake, hidden behind the wall, listens to the radio communication.

GURLUKOVICH SOLDIER A
Colonel, we have sealed the stern hatch.

GURLUKOVICH
<off-screen> All right.

GURLUKOVICH SOLDIER A
The lift is also under our control.

GURLUKOVICH
<off-screen> We're on the foredeck. About to descend to the holds.

GURLUKOVICH SOLDIER A
Sir, the Marine commander has started his speech already.

GURLUKOVICH
<off-screen> We will complete the preparations before the end of the speech.

GURLUKOVICH SOLDIER A
All communications to the holds have been severed. No one is aware of our presence.

Soldier B finishes tightening the hatch handle.

GURLUKOVICH
<off-screen> Let no one down into the holds until we are out.

GURLUKOVICH SOLDIER A
Yes sir! We will secure your exit, with our lives if necessary.

GURLUKOVICH
<off-screen> There is one more thing...

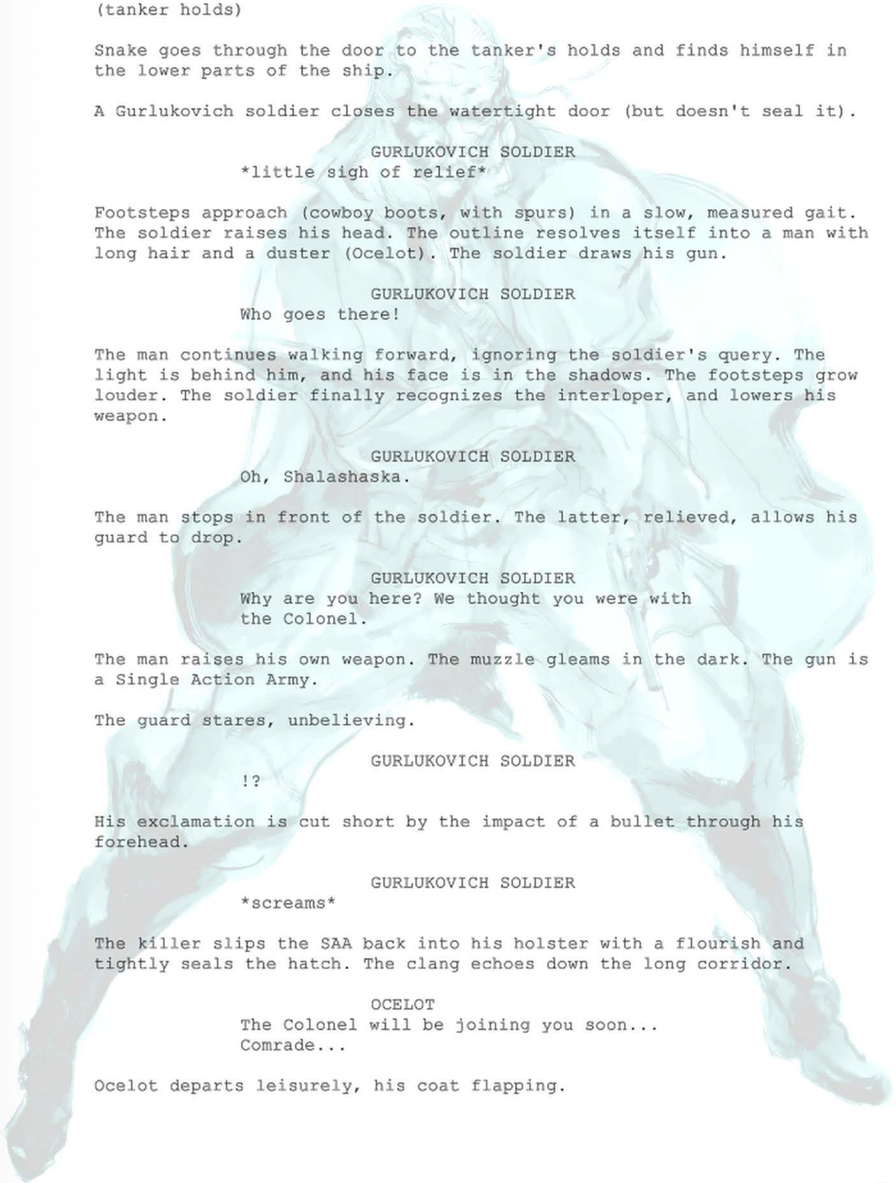
GURLUKOVICH SOLDIER A
Yes sir?

GURLUKOVICH
<off-screen> My daughter -- keep her safe.

GURLUKOVICH SOLDIER A
Yes sir!

Ocelot and Soldier

Cutscene
(tanker holds)



Snake goes through the door to the tanker's holds and finds himself in the lower parts of the ship.

A Gurlukovich soldier closes the watertight door (but doesn't seal it).

GURLUKOVICH SOLDIER
little sigh of relief

Footsteps approach (cowboy boots, with spurs) in a slow, measured gait. The soldier raises his head. The outline resolves itself into a man with long hair and a duster (Ocelot). The soldier draws his gun.

GURLUKOVICH SOLDIER
Who goes there!

The man continues walking forward, ignoring the soldier's query. The light is behind him, and his face is in the shadows. The footsteps grow louder. The soldier finally recognizes the interloper, and lowers his weapon.

GURLUKOVICH SOLDIER
Oh, Shalashaska.

The man stops in front of the soldier. The latter, relieved, allows his guard to drop.

GURLUKOVICH SOLDIER
Why are you here? We thought you were with the Colonel.

The man raises his own weapon. The muzzle gleams in the dark. The gun is a Single Action Army.

The guard stares, unbelieving.

GURLUKOVICH SOLDIER
!?

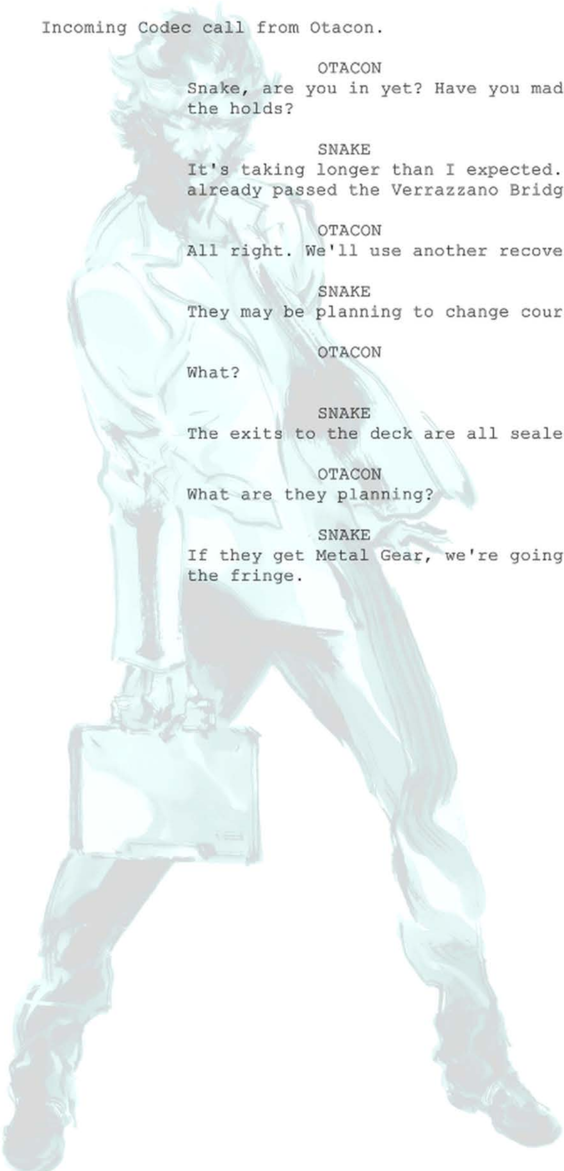
His exclamation is cut short by the impact of a bullet through his forehead.

GURLUKOVICH SOLDIER
screams

The killer slips the SAA back into his holster with a flourish and tightly seals the hatch. The clang echoes down the long corridor.

OCELOT
The Colonel will be joining you soon...
Comrade...

Ocelot departs leisurely, his coat flapping.



Tanker Holds

Codec Call 1

Incoming Codec call from Otacon.

OTACON
Snake, are you in yet? Have you made it to the holds?

SNAKE
It's taking longer than I expected. We've already passed the Verrazzano Bridge.

OTACON
All right. We'll use another recovery point.

SNAKE
They may be planning to change course.

OTACON
What?

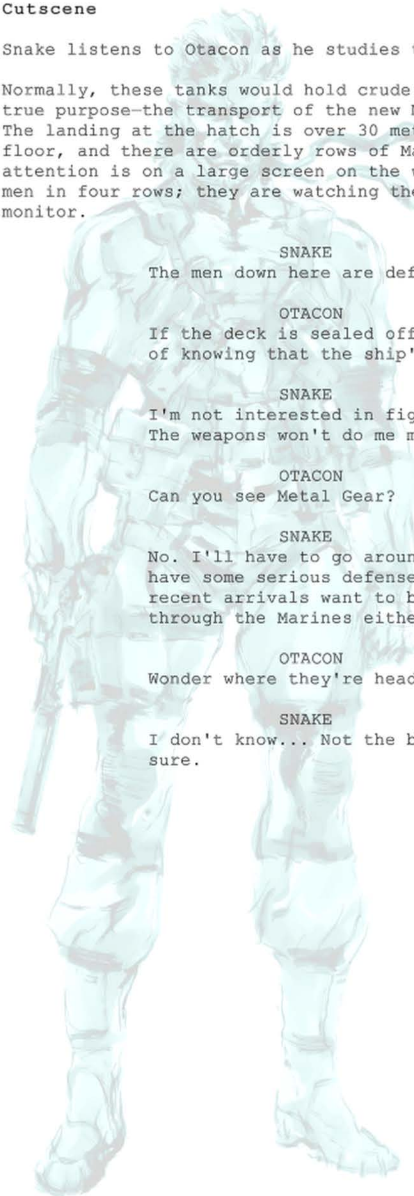
SNAKE
The exits to the deck are all sealed.

OTACON
What are they planning?

SNAKE
If they get Metal Gear, we're going right off the fringe.

Soldiers in the Holds

Cutscene



Snake listens to Otacon as he studies the soldiers below.

Normally, these tanks would hold crude oil, but because of the ship's true purpose—the transport of the new Metal Gear—the tanks are empty. The landing at the hatch is over 30 meters (about 100 feet) above the floor, and there are orderly rows of Marines lined up below. Their attention is on a large screen on the wall. There are approximately 50 men in four rows; they are watching their Commandant's speech on the monitor.

SNAKE
The men down here are definitely Marines.

OTACON
If the deck is sealed off, they have no way of knowing that the ship's been taken over.

SNAKE
I'm not interested in fighting these guys. The weapons won't do me much good here.

OTACON
Can you see Metal Gear?

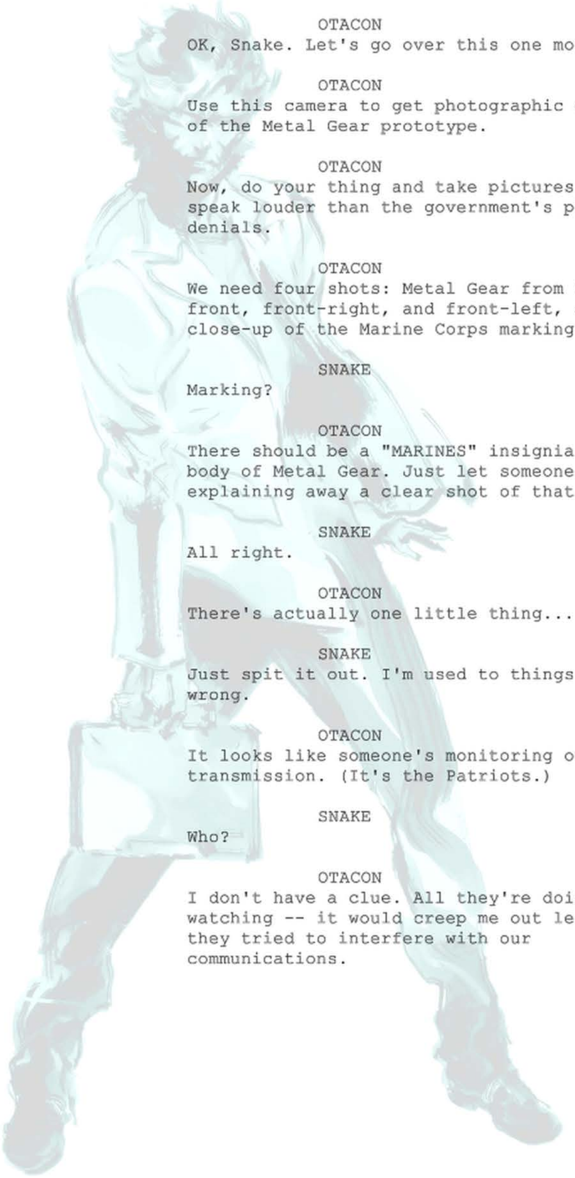
SNAKE
No. I'll have to go around to the bow. They have some serious defenses here. I doubt the recent arrivals want to blast their way through the Marines either.

OTACON
Wonder where they're headed.

SNAKE
I don't know... Not the beach, that's for sure.

Tanker Holds

Codec Call 2



OTACON
OK, Snake. Let's go over this one more time.

OTACON
Use this camera to get photographic evidence of the Metal Gear prototype.

OTACON
Now, do your thing and take pictures that speak louder than the government's plausible denials.

OTACON
We need four shots: Metal Gear from the front, front-right, and front-left, and a close-up of the Marine Corps marking.

SNAKE
Marking?

OTACON
There should be a "MARINES" insignia on the body of Metal Gear. Just let someone try explaining away a clear shot of that.

SNAKE
All right.

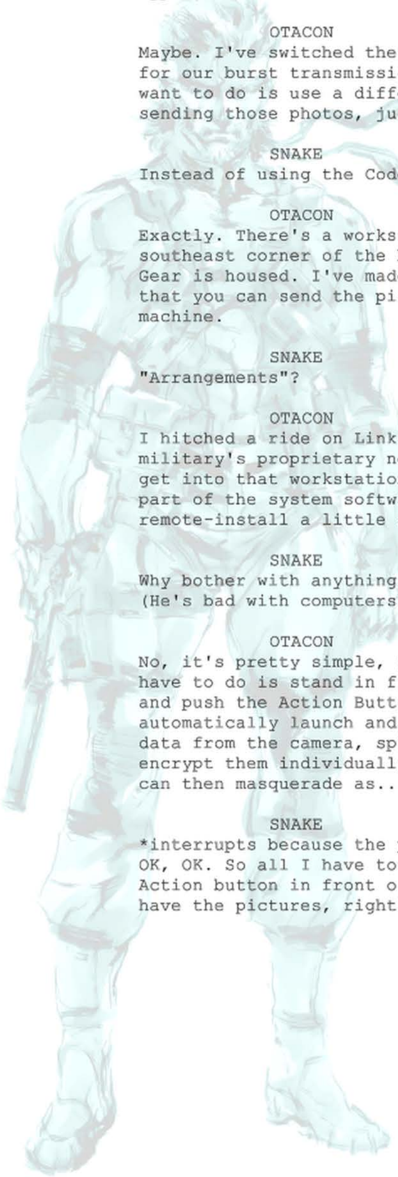
OTACON
There's actually one little thing...

SNAKE
Just spit it out. I'm used to things going wrong.

OTACON
It looks like someone's monitoring our transmission. (It's the Patriots.)

SNAKE
Who?

OTACON
I don't have a clue. All they're doing is watching -- it would creep me out less if they tried to interfere with our communications.



SNAKE
Could it have something to do with that Cypher we saw?

OTACON
Maybe. I've switched the encryption protocol for our burst transmission for now. What I want to do is use a different method for sending those photos, just in case.

SNAKE
Instead of using the Codec?

OTACON
Exactly. There's a workstation in the southeast corner of the block where Metal Gear is housed. I've made arrangements so that you can send the pictures from the machine.

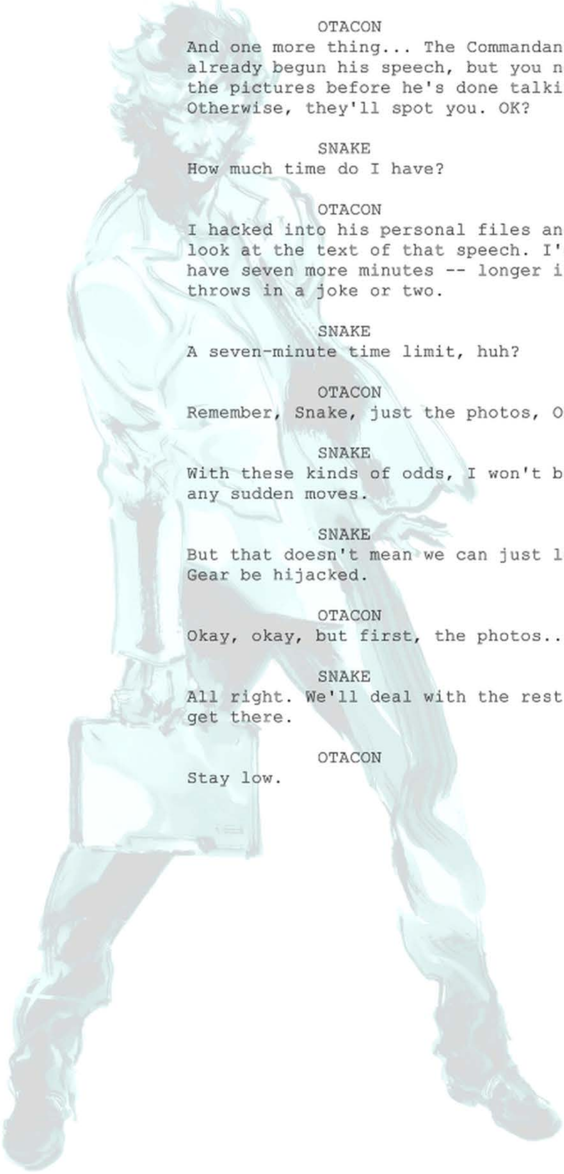
SNAKE
"Arrangements"?

OTACON
I hitched a ride on Link-16 into U.S. military's proprietary network. Managed to get into that workstation and overwrote a part of the system software—so I could remote-install a little app I wrote...

SNAKE
Why bother with anything that complicated... (He's bad with computers.)

OTACON
No, it's pretty simple, really. Look, all you have to do is stand in front of the machine and push the Action Button. The app will automatically launch and download the image data from the camera, split the files and encrypt them individually. The data packets can then masquerade as...

SNAKE
interrupts because the process is tedious OK, OK. So all I have to do is push the Action button in front of the computer once I have the pictures, right?



OTACON
unhappy he was interrupted Well, sure, if you put it that way.

OTACON
And one more thing... The Commandant's already begun his speech, but you need to get the pictures before he's done talking. Otherwise, they'll spot you. OK?

SNAKE
How much time do I have?

OTACON
I hacked into his personal files and took a look at the text of that speech. I'd say you have seven more minutes -- longer if he throws in a joke or two.

SNAKE
A seven-minute time limit, huh?

OTACON
Remember, Snake, just the photos, OK?

SNAKE
With these kinds of odds, I won't be making any sudden moves.

SNAKE
But that doesn't mean we can just let Metal Gear be hijacked.

OTACON
Okay, okay, but first, the photos...

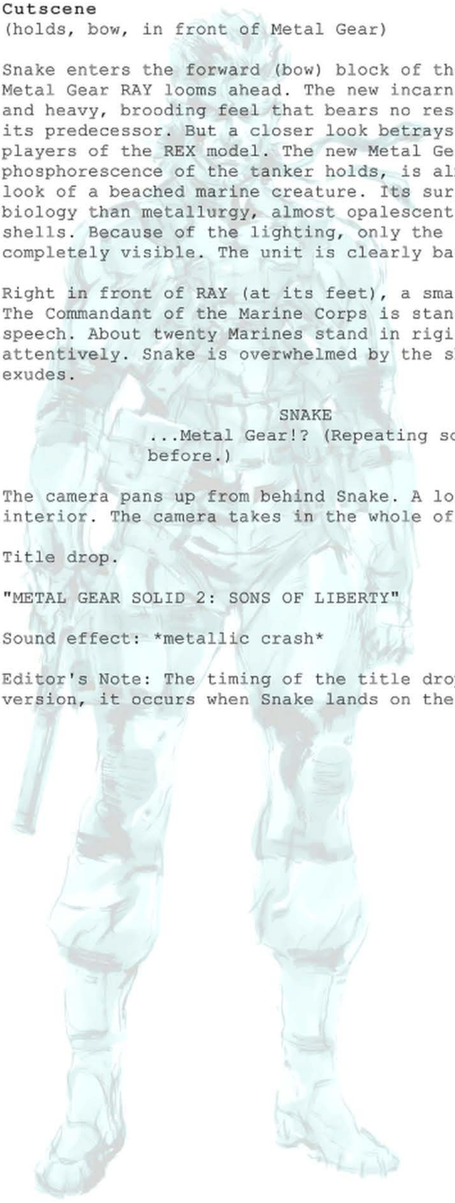
SNAKE
All right. We'll deal with the rest when we get there.

OTACON
Stay low.

Ship Bow, Metal Gear Appears

Cutscene

(holds, bow, in front of Metal Gear)



Snake enters the forward (bow) block of the holds. The gigantic shape of Metal Gear RAY looms ahead. The new incarnation has the kind of presence and heavy, brooding feel that bears no resemblance to the technology of its predecessor. But a closer look betrays subtle details that remind players of the REX model. The new Metal Gear, lit by the dim phosphorescence of the tanker holds, is almost organic, with a parched look of a beached marine creature. Its surface appears to owe more to biology than metallurgy, almost opalescent, with the soft gloss of sea shells. Because of the lighting, only the legs and the head (beak) are completely visible. The unit is clearly battleworthy.

Right in front of RAY (at its feet), a small podium has been erected. The Commandant of the Marine Corps is standing at the podium, giving a speech. About twenty Marines stand in rigid formation, listening attentively. Snake is overwhelmed by the sheer power this new Metal Gear exudes.

SNAKE

...Metal Gear!? (Repeating something he said before.)

The camera pans up from behind Snake. A long shot of the tanker's interior. The camera takes in the whole of Metal Gear RAY.

Title drop.

"METAL GEAR SOLID 2: SONS OF LIBERTY"

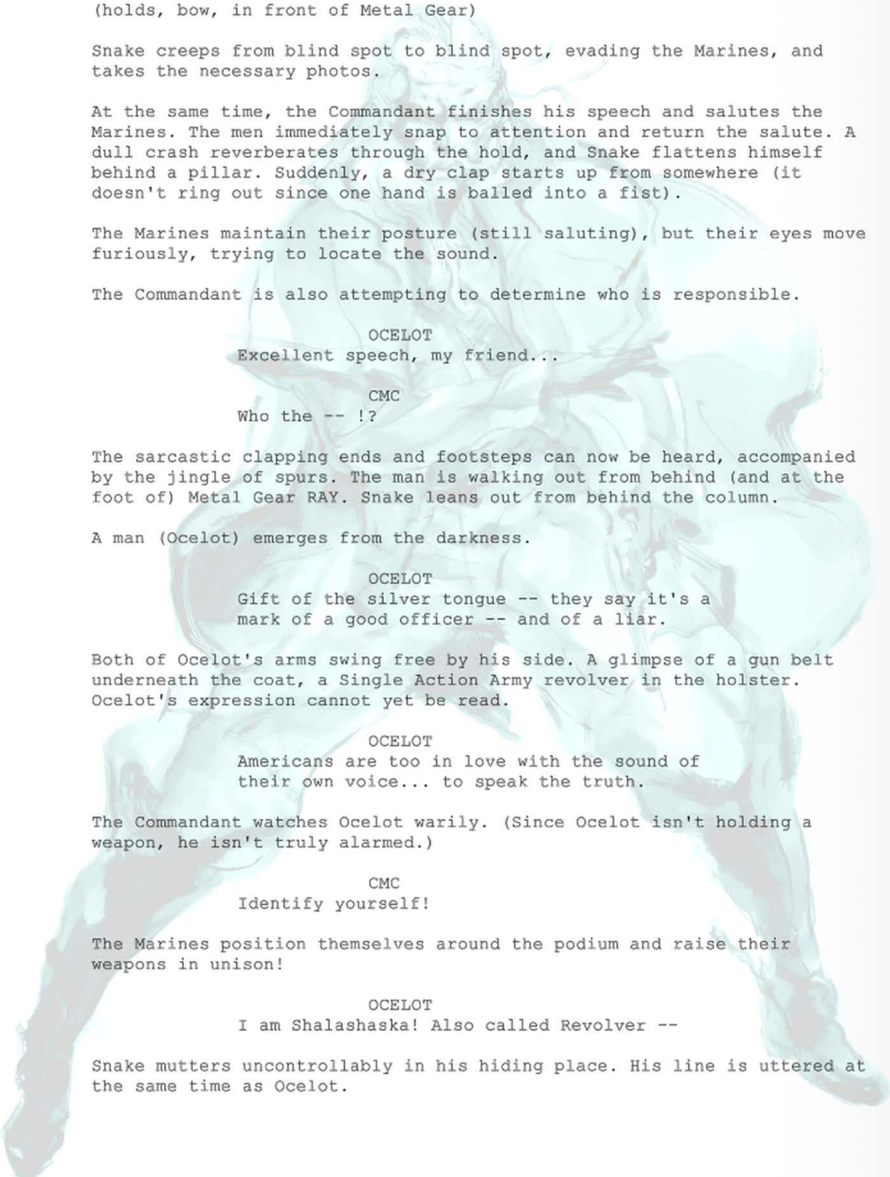
Sound effect: *metallic crash*

Editor's Note: The timing of the title drop was changed. In the release version, it occurs when Snake lands on the tanker.

Metal Gear Seized

Cutscene

(holds, bow, in front of Metal Gear)



Snake creeps from blind spot to blind spot, evading the Marines, and takes the necessary photos.

At the same time, the Commandant finishes his speech and salutes the Marines. The men immediately snap to attention and return the salute. A dull crash reverberates through the hold, and Snake flattens himself behind a pillar. Suddenly, a dry clap starts up from somewhere (it doesn't ring out since one hand is balled into a fist).

The Marines maintain their posture (still saluting), but their eyes move furiously, trying to locate the sound.

The Commandant is also attempting to determine who is responsible.

OCELOT
Excellent speech, my friend...

CMC
Who the -- !?

The sarcastic clapping ends and footsteps can now be heard, accompanied by the jingle of spurs. The man is walking out from behind (and at the foot of) Metal Gear RAY. Snake leans out from behind the column.

A man (Ocelot) emerges from the darkness.

OCELOT
Gift of the silver tongue -- they say it's a mark of a good officer -- and of a liar.

Both of Ocelot's arms swing free by his side. A glimpse of a gun belt underneath the coat, a Single Action Army revolver in the holster. Ocelot's expression cannot yet be read.

OCELOT
Americans are too in love with the sound of their own voice... to speak the truth.

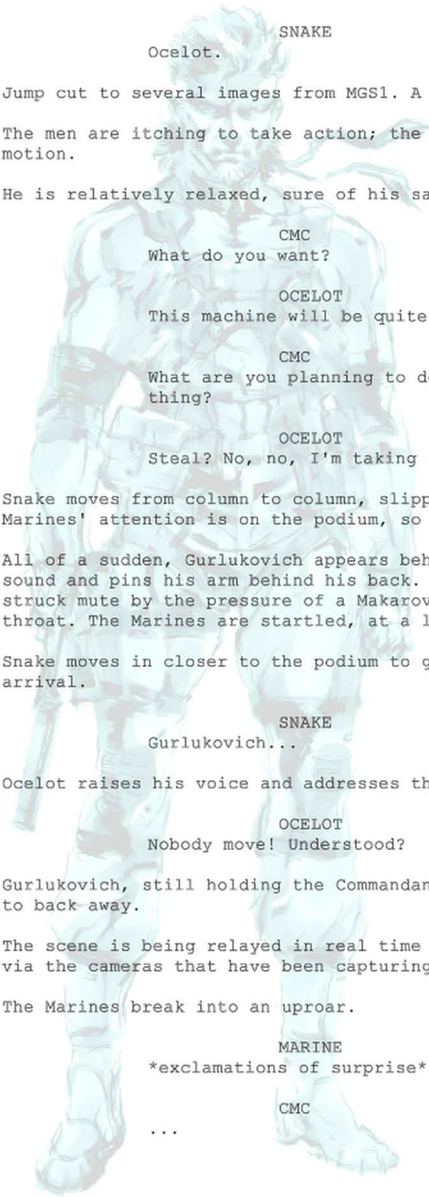
The Commandant watches Ocelot warily. (Since Ocelot isn't holding a weapon, he isn't truly alarmed.)

CMC
Identify yourself!

The Marines position themselves around the podium and raise their weapons in unison!

OCELOT
I am Shalashaska! Also called Revolver --

Snake mutters uncontrollably in his hiding place. His line is uttered at the same time as Ocelot.



OCELOT
Ocelot.

SNAKE
Ocelot.

Jump cut to several images from MGS1. A single shot of Ocelot.

The men are itching to take action; the Commandant restrains them with a motion.

He is relatively relaxed, sure of his safety under their protection.

CMC
What do you want?

OCELOT
This machine will be quite useful.

CMC
What are you planning to do-- steal this thing?

OCELOT
Steal? No, no, I'm taking it back.

Snake moves from column to column, slipping in closer to the front. The Marines' attention is on the podium, so no one notices Snake.

All of a sudden, Gurlukovich appears behind the Commandant without a sound and pins his arm behind his back. The Commandant is momentarily struck mute by the pressure of a Makarov (pistol) jabbed against his throat. The Marines are startled, at a loss as to what to do.

Snake moves in closer to the podium to get a better look at the new arrival.

SNAKE
Gurlukovich...

Ocelot raises his voice and addresses the Marines.

OCELOT
Nobody move! Understood?

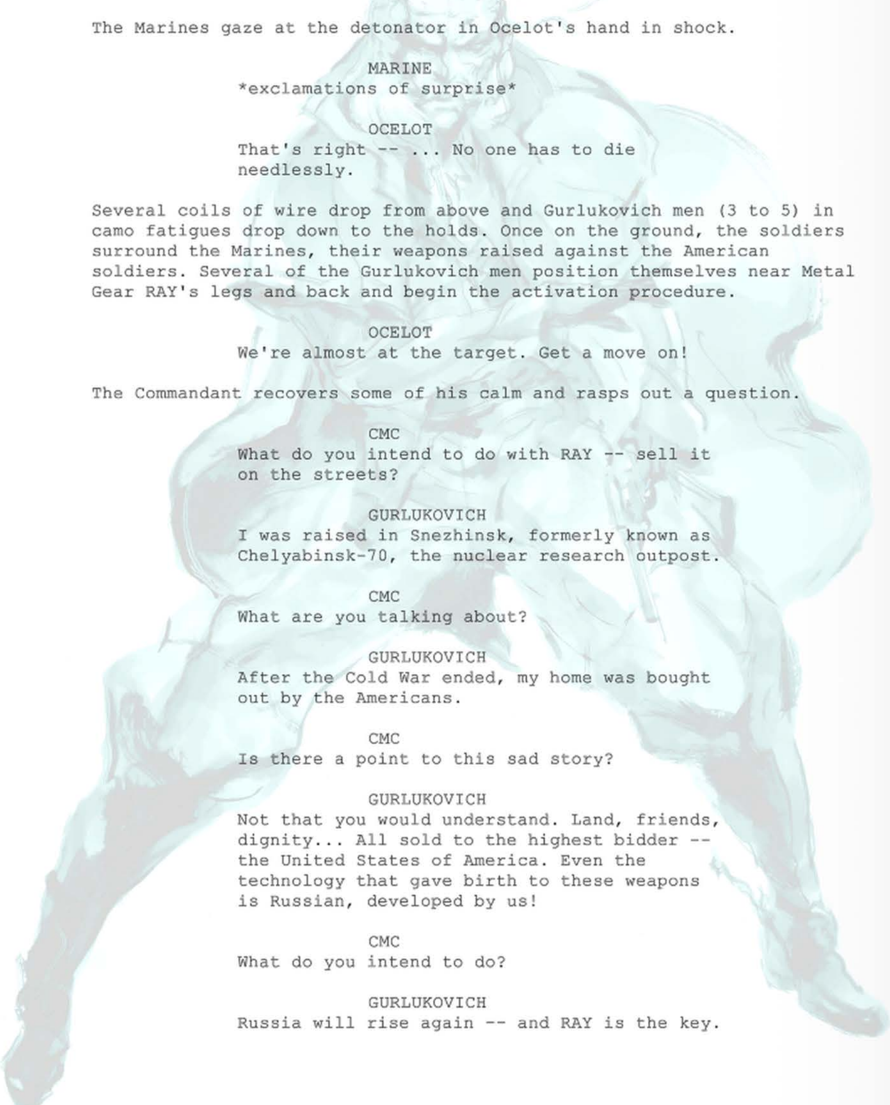
Gurlukovich, still holding the Commandant in a tight grip, slowly begins to back away.

The scene is being relayed in real time to the men in the stern block via the cameras that have been capturing his speech.

The Marines break into an uproar.

MARINE
exclamations of surprise

CMC
...



Ocelot slowly raises his right hand high to show the Marines something.

OCELOT
This ship now carries enough Semtex on its key structural points to blow it out of the water -- at the touch of this button.

The Marines gaze at the detonator in Ocelot's hand in shock.

MARINE
exclamations of surprise

OCELOT
That's right -- ... No one has to die needlessly.

Several coils of wire drop from above and Gurlukovich men (3 to 5) in camo fatigues drop down to the holds. Once on the ground, the soldiers surround the Marines, their weapons raised against the American soldiers. Several of the Gurlukovich men position themselves near Metal Gear RAY's legs and back and begin the activation procedure.

OCELOT
We're almost at the target. Get a move on!

The Commandant recovers some of his calm and rasps out a question.

CMC
What do you intend to do with RAY -- sell it on the streets?

GURLUKOVICH
I was raised in Snezhinsk, formerly known as Chelyabinsk-70, the nuclear research outpost.

CMC
What are you talking about?

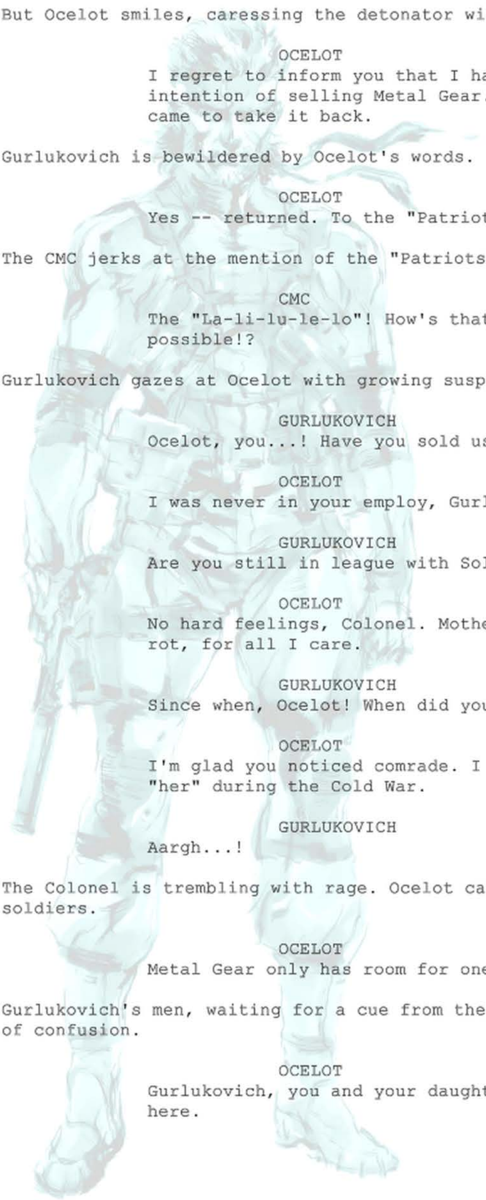
GURLUKOVICH
After the Cold War ended, my home was bought out by the Americans.

CMC
Is there a point to this sad story?

GURLUKOVICH
Not that you would understand. Land, friends, dignity... All sold to the highest bidder -- the United States of America. Even the technology that gave birth to these weapons is Russian, developed by us!

CMC
What do you intend to do?

GURLUKOVICH
Russia will rise again -- and RAY is the key.



Gurlukovich glances at Ocelot, seeking a show of solidarity.

But Ocelot smiles, caressing the detonator with his left hand.

OCELOT
I regret to inform you that I have no intention of selling Metal Gear. As I said, I came to take it back.

Gurlukovich is bewildered by Ocelot's words.

OCELOT
Yes -- returned. To the "Patriots"...

The CMC jerks at the mention of the "Patriots."

CMC
The "La-li-lu-le-lo"! How's that -- possible!?

Gurlukovich gazes at Ocelot with growing suspicion.

GURLUKOVICH
Ocelot, you...! Have you sold us out?

OCELOT
I was never in your employ, Gurlukovich...

GURLUKOVICH
Are you still in league with Solidus...!?

OCELOT
No hard feelings, Colonel. Mother Russia can rot, for all I care.

GURLUKOVICH
Since when, Ocelot! When did you turn?

OCELOT
I'm glad you noticed comrade. I abandoned "her" during the Cold War.

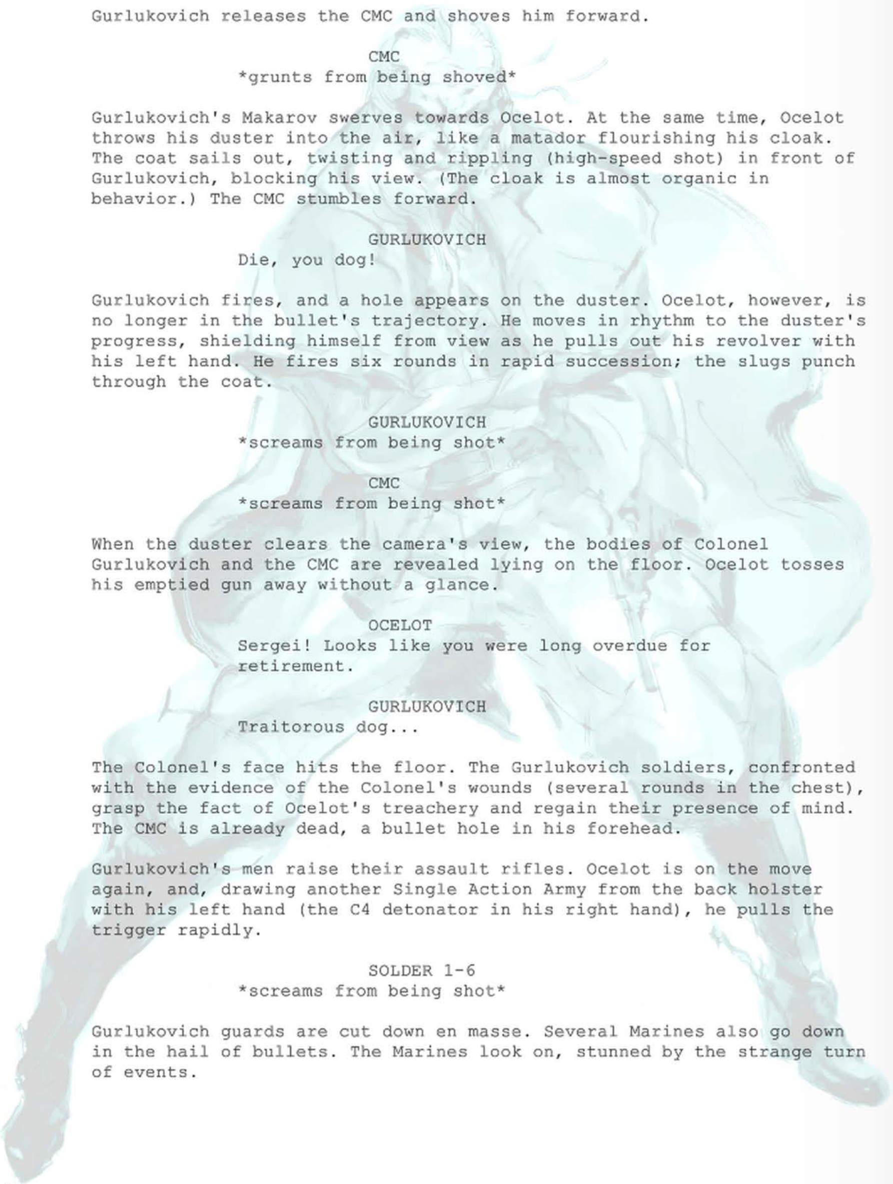
GURLUKOVICH
Aargh...!

The Colonel is trembling with rage. Ocelot calls out to the Gurlukovich soldiers.

OCELOT
Metal Gear only has room for one!

Gurlukovich's men, waiting for a cue from the Colonel, are showing signs of confusion.

OCELOT
Gurlukovich, you and your daughter will die here.



GURLUKOVICH
Damn you!!

Gurlukovich releases the CMC and shoves him forward.

CMC
grunts from being shoved

Gurlukovich's Makarov swerves towards Ocelot. At the same time, Ocelot throws his duster into the air, like a matador flourishing his cloak. The coat sails out, twisting and rippling (high-speed shot) in front of Gurlukovich, blocking his view. (The cloak is almost organic in behavior.) The CMC stumbles forward.

GURLUKOVICH
Die, you dog!

Gurlukovich fires, and a hole appears on the duster. Ocelot, however, is no longer in the bullet's trajectory. He moves in rhythm to the duster's progress, shielding himself from view as he pulls out his revolver with his left hand. He fires six rounds in rapid succession; the slugs punch through the coat.

GURLUKOVICH
screams from being shot

CMC
screams from being shot

When the duster clears the camera's view, the bodies of Colonel Gurlukovich and the CMC are revealed lying on the floor. Ocelot tosses his emptied gun away without a glance.

OCELOT
Sergei! Looks like you were long overdue for retirement.

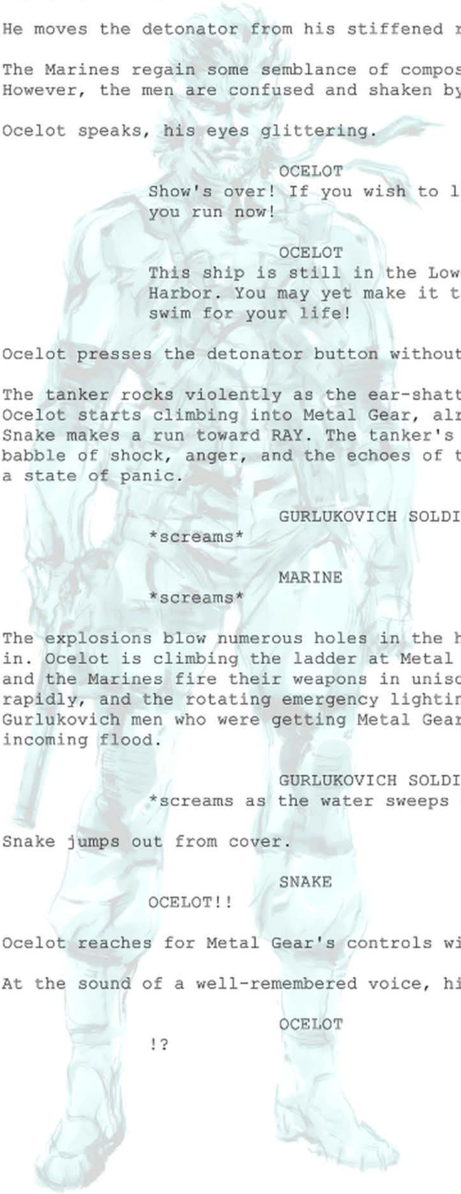
GURLUKOVICH
Traitorous dog...

The Colonel's face hits the floor. The Gurlukovich soldiers, confronted with the evidence of the Colonel's wounds (several rounds in the chest), grasp the fact of Ocelot's treachery and regain their presence of mind. The CMC is already dead, a bullet hole in his forehead.

Gurlukovich's men raise their assault rifles. Ocelot is on the move again, and, drawing another Single Action Army from the back holster with his left hand (the C4 detonator in his right hand), he pulls the trigger rapidly.

SOLDER 1-6
screams from being shot

Gurlukovich guards are cut down en masse. Several Marines also go down in the hail of bullets. The Marines look on, stunned by the strange turn of events.



Ocelot spins his revolver and returns it to the hip holster without emptying the cylinder.

He moves the detonator from his stiffened right hand to the left.

The Marines regain some semblance of composure and raise their weapons. However, the men are confused and shaken by the loss of their commander.

Ocelot speaks, his eyes glittering.

OCELOT
Show's over! If you wish to live, I suggest you run now!

OCELOT
This ship is still in the Lower New York Harbor. You may yet make it to shore if you swim for your life!

Ocelot presses the detonator button without hesitation.

The tanker rocks violently as the ear-shattering blasts fill the holds. Ocelot starts climbing into Metal Gear, already in standby mode, and Snake makes a run toward RAY. The tanker's holds ring with a disjointed babble of shock, anger, and the echoes of the explosions. The men are in a state of panic.

GURLUKOVICH SOLDIER
screams

MARINE
screams

The explosions blow numerous holes in the hull, and water begins to rush in. Ocelot is climbing the ladder at Metal Gear's leg. Alarms go off, and the Marines fire their weapons in unison. The water is rising rapidly, and the rotating emergency lighting flashes continuously as the Gurlukovich men who were getting Metal Gear ready are swept away by the incoming flood.

GURLUKOVICH SOLDIER
screams as the water sweeps them away

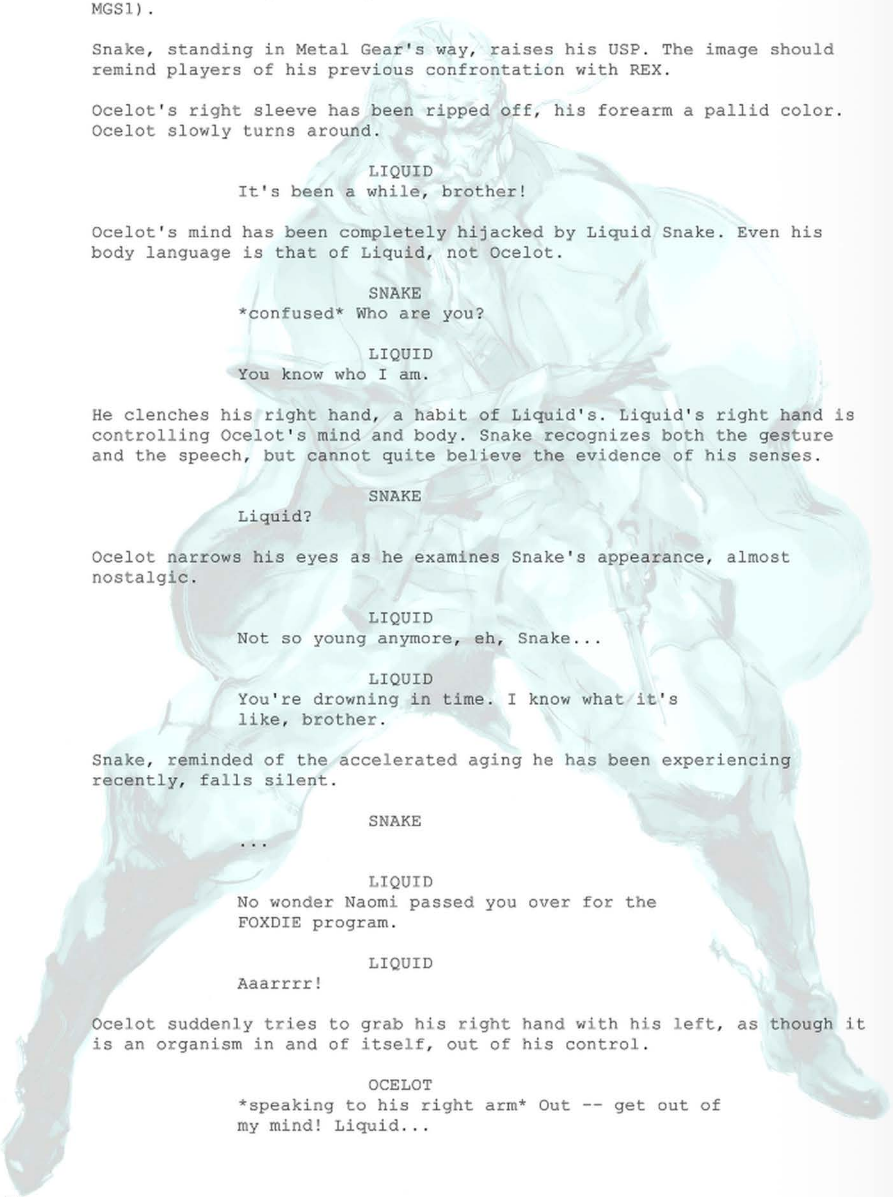
Snake jumps out from cover.

SNAKE
OCELOT!!

Ocelot reaches for Metal Gear's controls with one hand.

At the sound of a well-remembered voice, his dead right hand twitches.

OCELOT
!?



The dormant personality within him suddenly takes over. A momentary flashback to images of Liquid (a rush of several still frames from MGS1).

Snake, standing in Metal Gear's way, raises his USP. The image should remind players of his previous confrontation with REX.

Ocelot's right sleeve has been ripped off, his forearm a pallid color. Ocelot slowly turns around.

LIQUID
It's been a while, brother!

Ocelot's mind has been completely hijacked by Liquid Snake. Even his body language is that of Liquid, not Ocelot.

SNAKE
confused Who are you?

LIQUID
You know who I am.

He clenches his right hand, a habit of Liquid's. Liquid's right hand is controlling Ocelot's mind and body. Snake recognizes both the gesture and the speech, but cannot quite believe the evidence of his senses.

SNAKE
Liquid?

Ocelot narrows his eyes as he examines Snake's appearance, almost nostalgic.

LIQUID
Not so young anymore, eh, Snake...

LIQUID
You're drowning in time. I know what it's like, brother.

Snake, reminded of the accelerated aging he has been experiencing recently, falls silent.

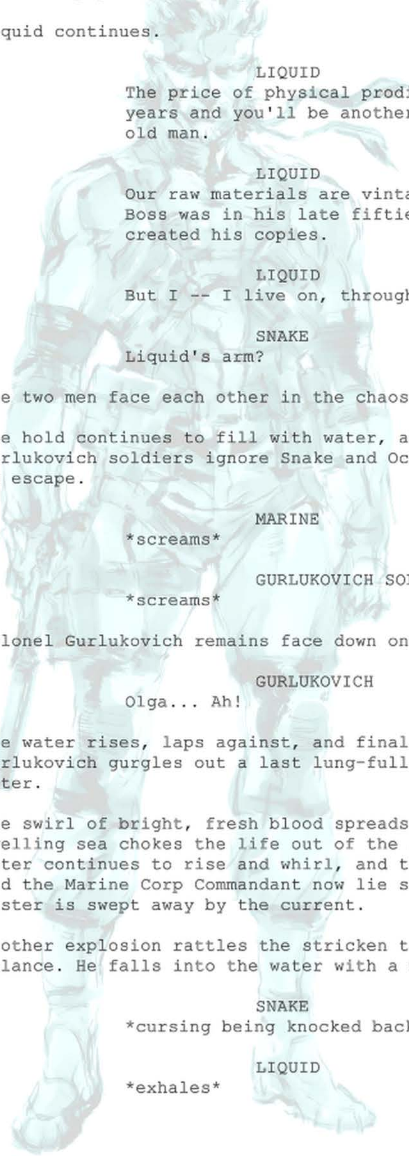
SNAKE
...

LIQUID
No wonder Naomi passed you over for the FOXDIE program.

LIQUID
Aaarrrr!

Ocelot suddenly tries to grab his right hand with his left, as though it is an organism in and of itself, out of his control.

OCELOT
speaking to his right arm Out -- get out of my mind! Liquid...



Snake looks on in confusion at Ocelot's bizarre behavior. Ocelot bares his teeth and savages his own hand, drawing blood. It is to no avail, however, and the right hand once again suppresses its host personality. Ocelot's pupils are fully dilated.

Liquid continues.

LIQUID
The price of physical prodigy... Few more years and you'll be another dead clone of the old man.

LIQUID
Our raw materials are vintage, brother. Big Boss was in his late fifties when they created his copies.

LIQUID
But I -- I live on, through this arm.

SNAKE
Liquid's arm?

The two men face each other in the chaos.

The hold continues to fill with water, and the Marines and the Gurlukovich soldiers ignore Snake and Ocelot as they desperately attempt to escape.

MARINE
screams

GURLUKOVICH SOLDIER
screams

Colonel Gurlukovich remains face down on the podium.

GURLUKOVICH
Olga... Ah!

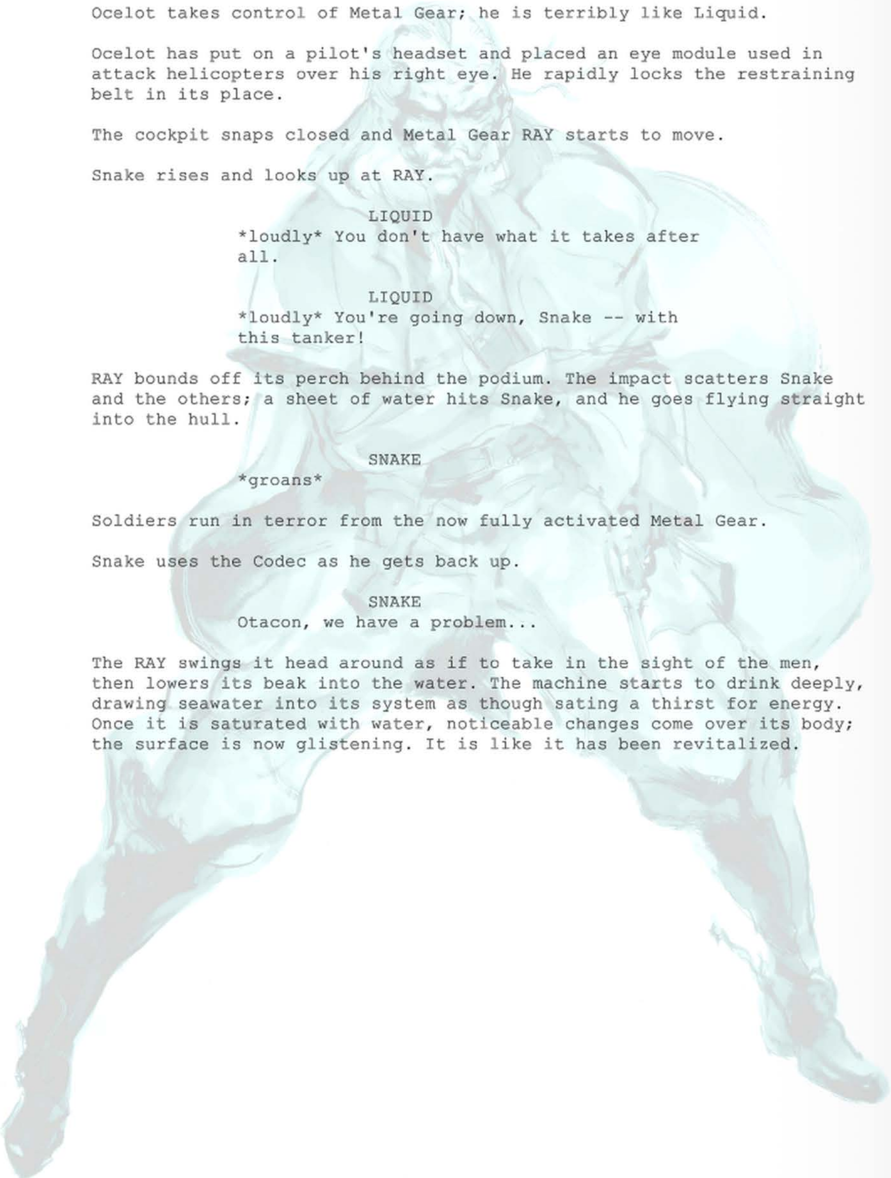
The water rises, laps against, and finally swallows the podium. Gurlukovich gurgles out a last lung-full of blood-laced air into the water.

The swirl of bright, fresh blood spreads through the tide as the swelling sea chokes the life out of the immobilized Gurlukovich. The water continues to rise and whirl, and the bodies of the Russian Colonel and the Marine Corp Commandant now lie submerged on the podium. Ocelot's duster is swept away by the current.

Another explosion rattles the stricken tanker, and Snake loses his balance. He falls into the water with a muffled grunt.

SNAKE
cursing being knocked back

LIQUID
exhales



With a sharp grunt, Ocelot leaps into the cockpit (same type of movement as in MGS1). He is unbelievably agile for a man in his fifties.

Ocelot takes control of Metal Gear; he is terribly like Liquid.

Ocelot has put on a pilot's headset and placed an eye module used in attack helicopters over his right eye. He rapidly locks the restraining belt in its place.

The cockpit snaps closed and Metal Gear RAY starts to move.

Snake rises and looks up at RAY.

LIQUID
loudly You don't have what it takes after all.

LIQUID
loudly You're going down, Snake -- with this tanker!

RAY bounds off its perch behind the podium. The impact scatters Snake and the others; a sheet of water hits Snake, and he goes flying straight into the hull.

SNAKE
groans

Soldiers run in terror from the now fully activated Metal Gear.

Snake uses the Codec as he gets back up.

SNAKE
Otacon, we have a problem...

The RAY swings it head around as if to take in the sight of the men, then lowers its beak into the water. The machine starts to drink deeply, drawing seawater into its system as though sating a thirst for energy. Once it is saturated with water, noticeable changes come over its body; the surface is now glistening. It is like it has been revitalized.

A tumorous, cylindrical growth emerges from its midsection and underbelly, rotating steadily. Seawater starts to drain from these jutting cylinders like pus from a boil. The jaundiced waste water washes over RAY's surface, and the weapon takes on the look of a once desiccated slug now rejuvenated. It stretches like a satisfied animal to unlock stabilizers on either side; the slug is now a monstrous bird on the verge of flight. Corrugated thrusters attached to the stabilizers writhe about independently of one another.

RAY raises its head towards the ceiling and lets out a terrible howl. White vapor escapes from the open beak. RAY's shrill cry echoes in what is left of the hold, and the little glass that is still intact shatters. Soldiers, their eardrums lacerated, clutch their heads.

Editor's Note: These sequences are not seen in the release version.

RAY spews a torrent of seawater from its beak. The fouled water, tinted a murky yellow, bursts forth (in seemingly irradiated bundles) from RAY's beak and tears through the hull, the sea rushing in. RAY lets out a howl of delight like an animal that finds itself back in its element.

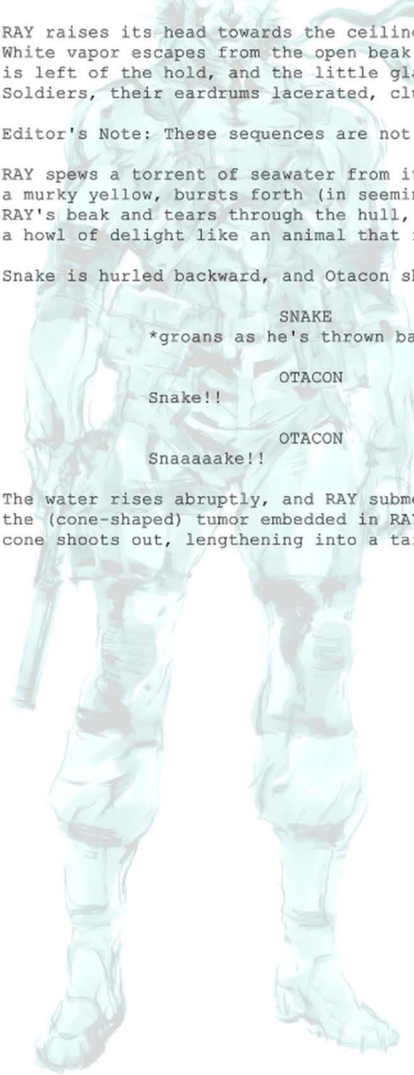
Snake is hurled backward, and Otacon shouts urgently!

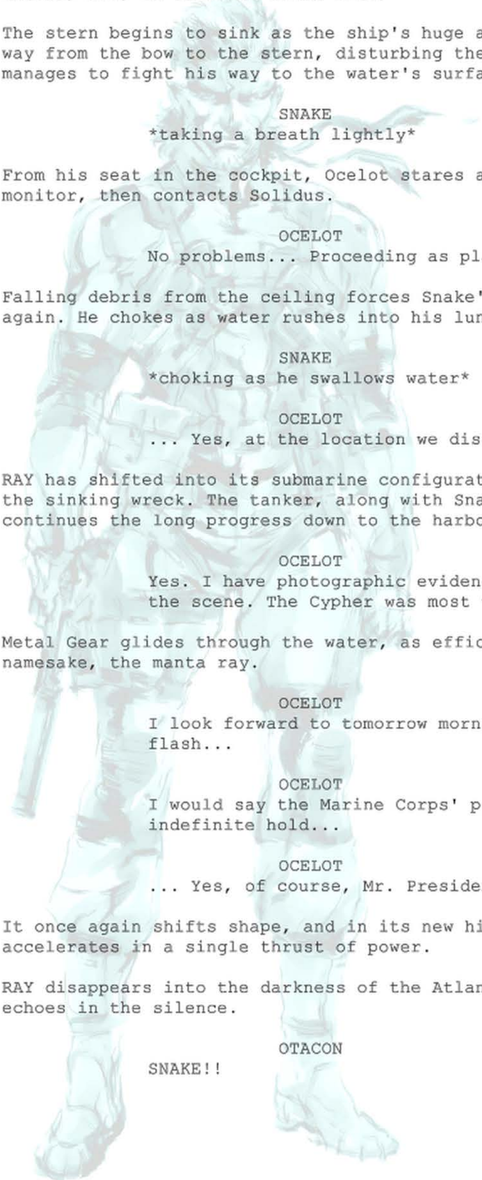
SNAKE
groans as he's thrown back !

OTACON
Snake!!

OTACON
Snaaaaake!!

The water rises abruptly, and RAY submerges. When the water washes over the (cone-shaped) tumor embedded in RAY's atrophied tail section, the cone shoots out, lengthening into a tail.





Metal Gear Escapes

(holds, bow, in front of Metal Gear)

The stern begins to sink as the ship's huge and deadly cargo makes its way from the bow to the stern, disturbing the ship's balance. Snake manages to fight his way to the water's surface.

SNAKE
taking a breath lightly

From his seat in the cockpit, Ocelot stares at Snake's image on the monitor, then contacts Solidus.

OCELOT
No problems... Proceeding as planned, sir.

Falling debris from the ceiling forces Snake's head underwater once again. He chokes as water rushes into his lungs.

SNAKE
choking as he swallows water

OCELOT
... Yes, at the location we discussed...

RAY has shifted into its submarine configuration, and speeds away from the sinking wreck. The tanker, along with Snake and its other captives, continues the long progress down to the harbor's bottom.

OCELOT
Yes. I have photographic evidence of Snake on the scene. The Cypher was most useful...

Metal Gear glides through the water, as efficient and graceful as its namesake, the manta ray.

OCELOT
I look forward to tomorrow morning's news flash...

OCELOT
I would say the Marine Corps' plans are on indefinite hold...

OCELOT
... Yes, of course, Mr. President.

It once again shifts shape, and in its new high-speed configuration, accelerates in a single thrust of power.

RAY disappears into the darkness of the Atlantic Ocean. Otacon's shout echoes in the silence.

OTACON
SNAKE!!

Footnotes

[1] Acronym for the former Soviet Union's *Glavnoye Razvedyvatelnoye Upravlenie* ("Main Intelligence Directorate"). Since the end of the Cold War, it has continued its activities as part of the Russian military, and its subordinate organizations utilize Spetsnaz special forces.

Codec Conversations

•Through End of Tanker Chapter

You have to fight Olga

*If player tries to escape

OTACON
Snake, are you trying to run away? I don't think she'll let you. You have to stand your ground here!

*If Snake is at a disadvantage (determined by difference between his and Olga's Life)

OTACON
Don't tell me you're getting discouraged! You're supposed to be great under pressure, remember?

*If Snake has the advantage

OTACON
She's almost done. Hang in there!

Shoot from cover

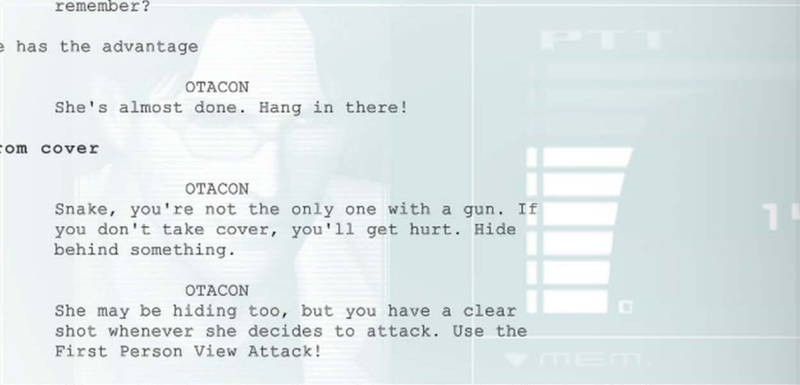
OTACON
Snake, you're not the only one with a gun. If you don't take cover, you'll get hurt. Hide behind something.

OTACON
She may be hiding too, but you have a clear shot whenever she decides to attack. Use the First Person View Attack!

First Person View attacks, stepping sideways, standing on tiptoes

OTACON
Snake, she's shooting from concealment. You should use the First Person View Attack.

OTACON
Push the First Person View Button to change to First Person View. Then use the Weapon button to raise the gun and you can attack from that viewpoint.



OTACON

Push the Equipment Window and Weapon Equip Buttons while in First Person View to strafe left and right.

OTACON

Push the Equipment Window and Weapon Equip Buttons at the same time to stretch up on your toes while still in First Person View. These moves can be useful.

Make use of Corner View

OTACON

Snake, use the Corner View to watch for a chance to attack while hidden.

OTACON

Push the Weapon Equip or Equipment Window Button while in Corner View to take quick looks out.

OTACON

You can also move the right analog stick while in Corner View to survey other directions.

OTACON

If you have a weapon selected, push the Weapon Button while in Corner View to jump out from concealment and aim your weapon.

OTACON

Your best opportunity will be when she tries to attack. Shoot before she does!

Gaps between obstacles

OTACON

If you use a First Person View Attack, you should be able to strike from between containers. You'll have an element of surprise on your side.

Watch out for grenades

*After a grenade has been thrown

OTACON

Snake, she has grenades -- you can't stay in one place. Keep moving around and you'll be safer!

Can't see through the tarp

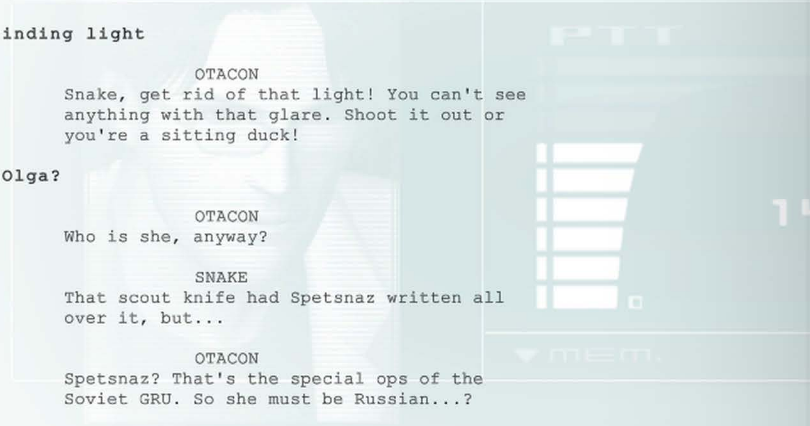
OTACON
Snake, she's shooting at you from behind the tarpaulin. She can see you, but the tarp's completely blocking your view.

OTACON
You haven't got a prayer like this. Do something about that tarp!

Headshots

OTACON
The handgun's effects vary depending on where you manage to land a shot.

OTACON
Aim for the head for the highest degree of damage. Use the First Person View to take aim.



That blinding light

OTACON
Snake, get rid of that light! You can't see anything with that glare. Shoot it out or you're a sitting duck!

Who is Olga?

OTACON
Who is she, anyway?

SNAKE
That scout knife had Spetsnaz written all over it, but...

OTACON
Spetsnaz? That's the special ops of the Soviet GRU. So she must be Russian...?

SNAKE
Who knows. All I'm sure of is that she shoots like a commando.

OTACON
Be careful.

Near Olga's body

OTACON
She's not dead, is she? (He's worried because Olga reminds him of Meryl.)

SNAKE
No, just knocked out.

OTACON
Good.

SNAKE
Looks like a little angel, doesn't she?

OTACON
What's gotten into you?

SNAKE
Nothing.

OTACON
Sleeping Beauty may have been awakened by Prince Charming's kiss, but you'd better not try it here.

SNAKE
I'm with you. Besides, I've had enough of tomboys.

Cypher infodump

OTACON
The Cypher's what it looks like -- a flying surveillance saucer. It's an unmanned aerial vehicle used for ground and ocean surveillance, and it also assists in communication.

OTACON
It can take off and land vertically, and uses a ducted airstream from its rotors and the surrounding shroud to fly.

OTACON
The one you saw was the type used by the Army, if I recall.

OTACON
But I can't see the Army officially cooperating with a top-secret Marine Corps project...

SNAKE
No. Which means that there's someone besides us and the Russians that are interested in the new Metal Gear prototype...

OTACON

Cyphers can stay airborne for about three hours, so there should be an Integrated Mobile Ground Station controlling its flight pattern and output nearby -- it's got to be on land.

OTACON

I'll bet you anything it's disguised as a regular truck or something, driving along riverside. Let me check it out.

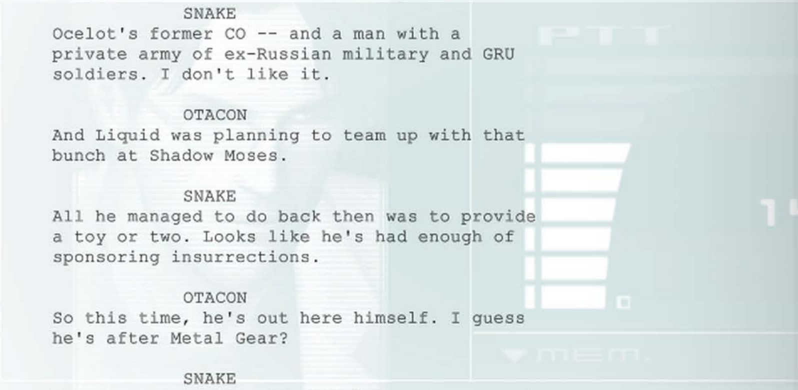
SNAKE

Good call.

The backstory with Gurlukovich

OTACON

Didn't think Gurlukovich was involved, of all people.



SNAKE

Ocelot's former CO -- and a man with a private army of ex-Russian military and GRU soldiers. I don't like it.

OTACON

And Liquid was planning to team up with that bunch at Shadow Moses.

SNAKE

All he managed to do back then was to provide a toy or two. Looks like he's had enough of sponsoring insurrections.

OTACON

So this time, he's out here himself. I guess he's after Metal Gear?

SNAKE

History repeats itself. Metal Gear has enough strategic clout to upset the balance of military power overnight. He must be dreaming of Mother Russia's return to glory.

OTACON

Like you said, history repeats itself. Some people never change.

SNAKE

Maybe it's the world that doesn't -- or won't -- change.

OTACON

Maybe. But we're fighting to upset the status quo too, aren't we?

Post-Olga battle - about Olga

OTACON
So who was that Olga person?

SNAKE
Don't know. I'm guessing she's Gurlukovich's daughter. She said "nomads"...

OTACON
Didn't she -- you know, look a little like Meryl?

SNAKE
... I didn't notice.

Careful with that USP

OTACON
Hey, Snake, you found a handgun.

SNAKE
It's a decent one -- USP.

OTACON
The USP fires real bullets -- not the knockout rounds the M9 uses. You know that, right?

OTACON
The USP isn't equipped with a suppressor, either. If you fire it when there are enemies nearby, they'll probably hear it.

OTACON
Keep that in mind.

OTACON
Having the USP will make combat easier, but being undetected is still the best way to go. OK?

Head for the holds

OTACON
Snake, Metal Gear is in the holds below the tanker's deck. Go down.

Shot Olga's body

OTACON
What are you doing? How could you shoot someone who's unconscious! What are you, some kind of a monster!?

Top of the mast

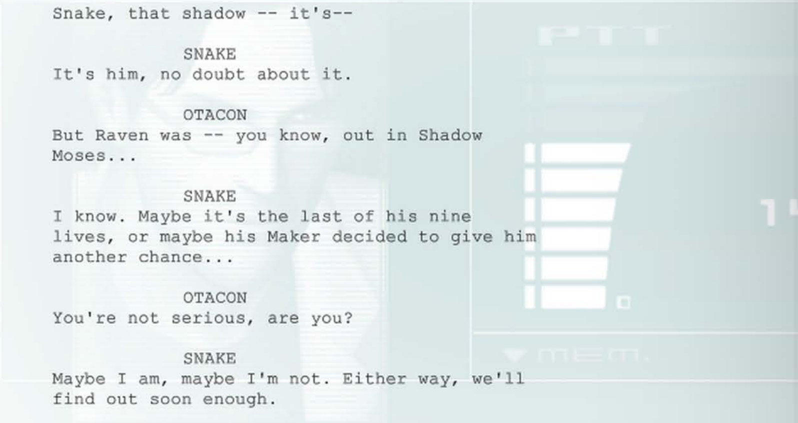
OTACON
a bit annoyed Snake, I know you're into high places, but do you think maybe you can head down into the hold sometime this year?

OTACON
You're here to take those photos of Metal Gear, remember?

Post-Olga battle - bridge basics

OTACON
Ok, now infiltrate the holds and get those photographs of the new Metal Gear. Head downstairs.

Near Raven's shadow - engine room starboard side



OTACON
Snake, that shadow -- it's--

SNAKE
It's him, no doubt about it.

OTACON
But Raven was -- you know, out in Shadow Moses...

SNAKE
I know. Maybe it's the last of his nine lives, or maybe his Maker decided to give him another chance...

OTACON
You're not serious, are you?

SNAKE
Maybe I am, maybe I'm not. Either way, we'll find out soon enough.

*Second and subsequent times

OTACON
Snake, watch your step, okay...?

Locker that won't open

OTACON
It doesn't look like you can open that locker. It must be locked or something. Try another one if you really need to use a locker.

Head for the west side of the engine room

OTACON

Snake, there should be a door into the holds in the northwest section of the engine room. Head west.

Engine room structures

OTACON

Snake, the engine room is full of solid structures -- you could probably use them to get away when the enemy is chasing you.

OTACON

Use the Hanging mode wisely.

Enemies won't hear very well in the engine room

OTACON

That's the engine room. You can see the tanker's engine in the middle there.

OTACON

The engine noise is pretty loud, but that means the enemy's hearing will be hampered too.

The engine

OTACON

The reason the ship's drive section is in the aft area is so that more oil tanks can be fitted into the middle part. A shortened propeller axle is another benefit.

OTACON

The simplification of the drive structure means a greater emphasis can be placed on hull strength.

Falling from there means certain death

OTACON

Snake, if you fall from there, even you won't make it. You can't fall, no matter what. OK?

Infrared sensors – engine room port side

OTACON
Snake, wait! Don't move!

*If player tried to pass through them

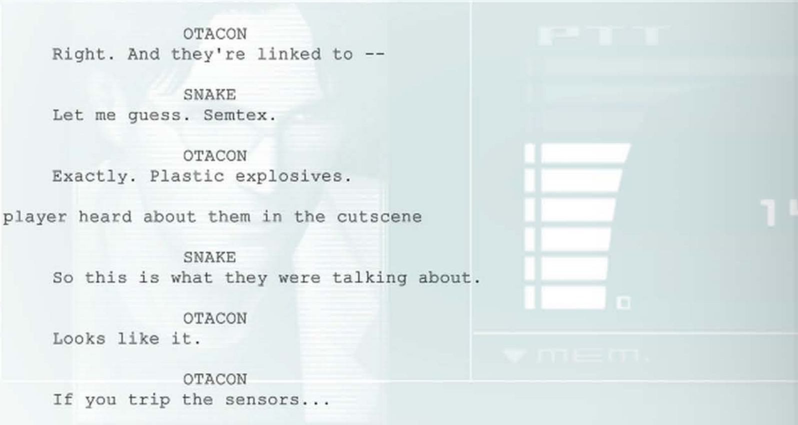
SNAKE
What?

OTACON
Look at the walls on both sides of the hall.

SNAKE
I see something -- infrared sensors!?

*If player stopped for a moment

SNAKE
I see it. Some kind of device on both sides
of the hall... Infrared sensors?



OTACON
Right. And they're linked to --

SNAKE
Let me guess. Semtex.

OTACON
Exactly. Plastic explosives.

*Only if player heard about them in the cutscene

SNAKE
So this is what they were talking about.

OTACON
Looks like it.

OTACON
If you trip the sensors...

SNAKE
I'll be sleeping with the fishes along with
this entire ship.

OTACON
That sounds about right.

Infrared sensors (2)

*If player saw infrared sensors before engine room

OTACON
Snake, there's another set of infrared
sensors in place. If you touch that, the
explosives will detonate and that ship will
be pulverized.

Infrared sensors (3)

*First time destroying control units

SNAKE
I'm not in the mood to go sleep with the fishes, but... There are too many sensors. Looks like I'll have to find another way.

OTACON
No need to worry. There's a way through.

Infrared sensors (4)

*How to destroy control units

OTACON
Take a close look -- do you see the thing with blinking green light right next to the explosives?

OTACON
That's the control unit for the sensors. Destroy that and the sensors stop functioning.

OTACON
You can't get in close enough to touch it, so you'll have to shoot it out.

*If player doesn't have the USP

OTACON
But your M9's knockout rounds won't work. Find a gun somewhere.

*If player has the USP

OTACON
But the M9's knockout rounds won't work. The USP you picked up should do the trick. Use that gun.

Don't shoot the infrared sensor explosives

OTACON
The actual explosive device is the one with a blinking orange light on it. Don't even think about shooting that.

OTACON
Any significant impact will set off the detonators, which is not good.

OTACON
Just aim for the green lights and take out the control unit.

Destroy all the infrared sensor control units

OTACON

Looks like there are several control units. Unless you take out all of them, you won't be able to get through.

OTACON

Once you've destroyed a control unit, the IR beam should shut off. If the beam is intact, that means there's a control unit you haven't managed to take out.

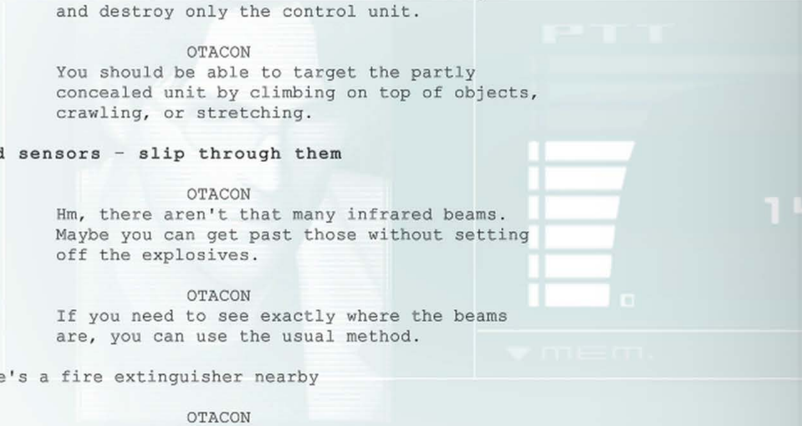
OTACON

You need to destroy every single control unit.

Target the infrared sensor control units in First Person View

OTACON

Use the First Person View Attack to target and destroy only the control unit.



OTACON

You should be able to target the partly concealed unit by climbing on top of objects, crawling, or stretching.

Infrared sensors - slip through them

OTACON

Hm, there aren't that many infrared beams. Maybe you can get past those without setting off the explosives.

OTACON

If you need to see exactly where the beams are, you can use the usual method.

*If there's a fire extinguisher nearby

OTACON

There's a fire extinguisher over there. Break it open and try scattering some of the extinguishing chemicals.

Don't touch the infrared beams

OTACON

If you trigger the sensor, the explosives will detonate. Don't ever make contact with the beams. This is very important.

Shoot the infrared sensor control units

OTACON
Aim carefully and take out just the control unit from the infrared sensors. Use the First Person View for accuracy.

OTACON
The control unit is the one with the green light.

Infrared beam Semtex

OTACON
The plastic explosive is probably Semtex.

OTACON
It was developed in the former Czechoslovakia. As easy to use as C4, and just as powerful.

OTACON
The composition is a mix of RDX and PETN, with a detonation velocity of over 26,000 feet per second, with temperatures reaching up to 3,000 degrees Fahrenheit.

OTACON
It was probably the explosive used in the Pan Am 103 bombing over Lockerbie in 1988.

SNAKE
If this much Semtex goes off at the same time, the tanker will disappear in two seconds flat.

OTACON
Make sure it doesn't go off, then. Don't trip the sensor, don't touch the Semtex.

SNAKE
Are they planning to take Metal Gear, and then sink the ship...?

Head for the holds - not in long corridor

OTACON
Snake, the Metal Gear prototype is in the holds.

OTACON
You took out the infrared sensor trap just now. Go through that section to reach the holds.

Head for the holds – in long corridor (Deck-2, port)

OTACON
Snake, the Metal Gear prototype is down in the holds.

*First time only

OTACON
That corridor wraps around the holds. There are several doors into the holds from the corridor, but it looks like most of them are locked.

OTACON
But I think the farthest door isn't locked yet.

*In west corridor

OTACON
You can get into the holds from the door at the end of that corridor. Head north.

*In north corridor

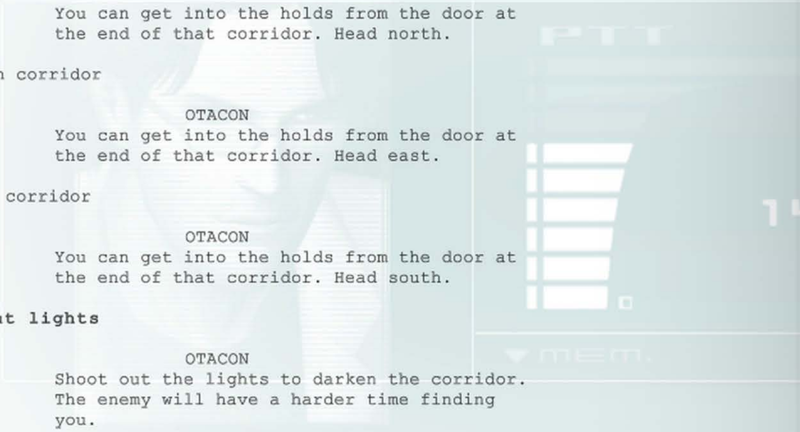
OTACON
You can get into the holds from the door at the end of that corridor. Head east.

*In east corridor

OTACON
You can get into the holds from the door at the end of that corridor. Head south.

Shoot out lights

OTACON
Shoot out the lights to darken the corridor. The enemy will have a harder time finding you.



Watch out in the long dark corridor

OTACON
Snake, use the flashlight in dark places like this.

OTACON
Your USP is equipped with a flashlight. All you have to do is select the gun and aim it with the Weapon Button, and the light will go on.

OTACON
Not that I need to tell you this, but the light will turn you into a better target if there are enemies nearby. Be careful.

Near watertight hatch that won't open (1)

OTACON
That door probably can't be opened. Try heading north.

Near watertight hatch that won't open (2)

OTACON
That door probably can't be opened. Head east.

Near watertight hatch that won't open (3) (Deck-2, starboard)

OTACON
Doesn't look as though you can open that door. Just keep heading south.

Near door from long corridor

OTACON
Snake, that door is locked from the other side. There's no way back now. Keep moving.

Fight back in long corridor (Gurlukovich soldiers battle)

OTACON
Looks like they plan to stop you from getting through. You've got no choice but to fight back. Use the First Person Attack mode.

Use jump-out shots in gunfights

OTACON
I don't think they're going to let you into the hold so easily.

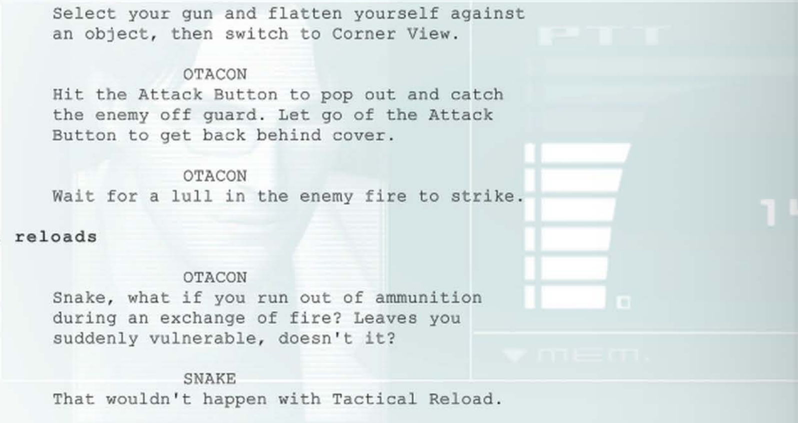
SNAKE
I'll have to stand my ground and fight. I can try a Jump-out shot from Corner View.

OTACON
Good idea.

*Second and subsequent times

OTACON
If you go with Jump-out shots, you can wait behind cover for the right time to get in a shot.

OTACON
Select your gun and flatten yourself against an object, then switch to Corner View.



OTACON
Hit the Attack Button to pop out and catch the enemy off guard. Let go of the Attack Button to get back behind cover.

OTACON
Wait for a lull in the enemy fire to strike.

Tactical reloads

OTACON
Snake, what if you run out of ammunition during an exchange of fire? Leaves you suddenly vulnerable, doesn't it?

SNAKE
That wouldn't happen with Tactical Reload.

OTACON
So change the magazine before it becomes empty. That way, you would never run out when you're actually facing the enemy.

SNAKE
Exactly.

*Second and subsequent times

OTACON
To perform a Tactical Reload, unequip the gun, then equip it again.

OTACON
The gun should now be loaded with a fresh magazine. Use the quick change button -- the Weapon Equip Button -- for this one.

Hide behind cover

OTACON
Snake, you can take cover behind objects. Get down and fight back from a safer spot!

Watch out for grenades

OTACON
Snake, they've got grenades. If you see an incoming one, just get the hell out of there.

You have to take them all out

OTACON
Snake, the enemy's serious about not letting you through. You have no choice but to take all of them out. Start firing.

Head for the deepest part of the holds (Hold No. 1)

OTACON
Snake, the tanker's holds are divided into three separate blocks, and Metal Gear is in the farthest hold. You need to head north.

OTACON
You know the number you're up against. If you're spotted, there's no winning that fight. You have to stay out of their sight, okay?

Finish up before the speech is over

OTACON
Snake, take those pictures before the Commandant finishes his speech. It's the only chance we've got.

*First time only

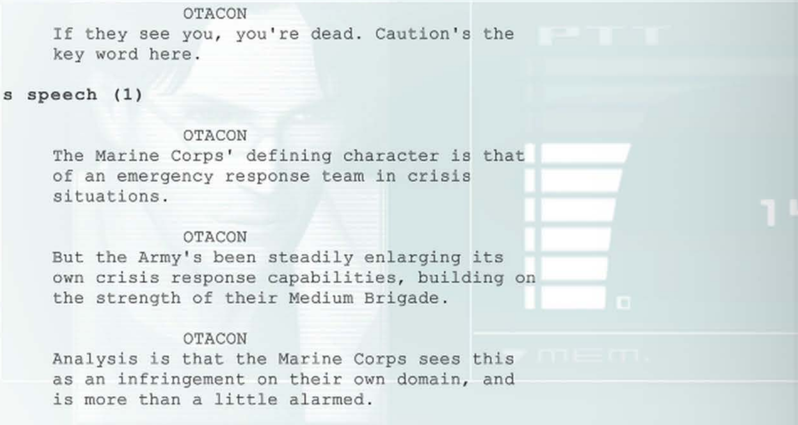
OTACON
As soon as he finishes up, the Marines will go back to their posts.

OTACON
That's way too many pairs of eyes watching out for Metal Gear. There's no way they'll let an intruder with a camera slip past.

OTACON
Do what you have to before that happens.

If you're spotted you're dead (Holds)

OTACON
You absolutely can't let anyone see you in there. There are too many Marines in there to handle, even for you.



OTACON
If they see you, you're dead. Caution's the key word here.

The CMC's speech (1)

OTACON
The Marine Corps' defining character is that of an emergency response team in crisis situations.

OTACON
But the Army's been steadily enlarging its own crisis response capabilities, building on the strength of their Medium Brigade.

OTACON
Analysis is that the Marine Corps sees this as an infringement on their own domain, and is more than a little alarmed.

OTACON
We both know that Metal Gear REX was being developed for deployment by the Army.

OTACON
So it does make sense that the Marines are trying to compete with their own version of Metal Gear.

The CMC's speech (2)

OTACON
So the Commandant says the Navy is leaning on them, huh?

OTACON
I'm sure the Navy isn't happy about the new Metal Gear prototype being developed.

OTACON
From what I can tell, the new model can make an approach, launch an attack, and execute take-offs from the ocean without any support.

OTACON
If the weapon makes it past the testing stage, it could render aircraft carriers, battleships, even submarines obsolete.

OTACON
It's a matter of life or death for the Navy as an organization...

OTACON
And if it's true that the Navy has its own Metal Gear in the works, that's another reason for them to get nervous.

The CMC's speech (3)

OTACON
You heard the Commandant mention the NMD -- the National Missile Defense program.

OTACON
It was conceptualized late last century as a defense network to detect and engage enemy ICBM's launched at the continental United States.

OTACON
But at the same time, it came under fire for contributing to nuclear proliferation. The MIRV'ing of ballistic missiles and the increase in weapon lethality were some of the byproducts of these defense R&D's.

OTACON

There was a lot of opposition from the international community, on the grounds that the program violated the Anti-Ballistic Missile Treaty. Russia and China were especially vocal in their criticism.

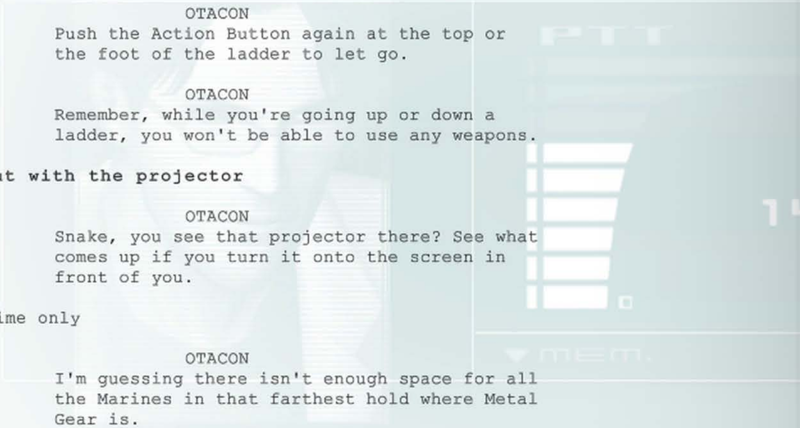
OTACON

Program deployment is a ways off, in any case. The military hasn't been able to come up with a good technology to discriminate between actual targets and decoys. There are also other tech issues that have to be addressed.

Near ladder - how to climb up and down ladders

OTACON

Snake, face the ladder and push the Action Button to grab onto the ladder.



OTACON

Push the Action Button again at the top or the foot of the ladder to let go.

OTACON

Remember, while you're going up or down a ladder, you won't be able to use any weapons.

Watch out with the projector

OTACON

Snake, you see that projector there? See what comes up if you turn it onto the screen in front of you.

*First time only

OTACON

I'm guessing there isn't enough space for all the Marines in that farthest hold where Metal Gear is.

*Only if player didn't hear the Codec call in front of the TV in the crew's lounge

OTACON

So they're broadcasting the live proceedings --

SNAKE

Why risk broadcasting in the first place?

-->TV broadcast (p. 28)

*Second and subsequent times

OTACON
Don't cut across in front of the projector, or the enemy may spot your shadow.

OTACON
Crawl across if you need to move in front of the projector.

Watch out for noisy floors (Holds No. 1 & 2)

OTACON
Snake, you can't walk on that floor without causing a racket. You'll be in trouble if someone hears you.

OTACON
To move more quietly, try crawling, or walk slower by pushing the left analog stick a little bit at a time.

Use the Action Button to open hatches

OTACON
Snake, look at that hatch over there. It probably connects to a below-deck network of ducts.

OTACON
Face the hatch and push the Action Button to open it.

Room under the floor – you still can't make any noise

OTACON
Snake, they'll find you if you make any loud noises, even inside that duct.

OTACON
There's no way you can take on that many of them.

OTACON
Don't even think about firing a gun, okay? Please?

Near cameraman soldier – about cameraman soldiers (Hold No. 3)

OTACON
Oh, so he was broadcasting all this stuff.

*If player hasn't heard Codec call about the TV, continues to "TV broadcast"

Near upper level fire pole

OTACON

Snake, you can use that pole to get down to the level below.

OTACON

Face the pole and push the Action Button to grab a hold of the pole.

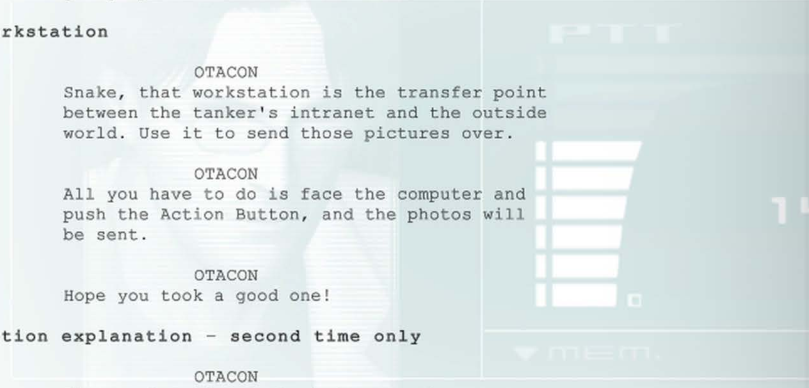
OTACON

But once you slide down, you won't be able to go back up. Make sure you're finished with this floor before going down.

Near bottom of fire pole

OTACON

Snake, you're not going to be able to climb back up that thing. You should forget about going up to that level.



Near workstation

OTACON

Snake, that workstation is the transfer point between the tanker's intranet and the outside world. Use it to send those pictures over.

OTACON

All you have to do is face the computer and push the Action Button, and the photos will be sent.

OTACON

Hope you took a good one!

Workstation explanation - second time only

OTACON

That workstation is hooked up to the greater military network; the speech in the holds is being relayed out through that machine. We'll be making use of it too.

OTACON

I managed to get in through an Army IC router in Ohio.

OTACON

All I had to do from there was use the Link-16 to remotely install a few drivers and an application onto that workstation. So your camera can talk to their computer now.

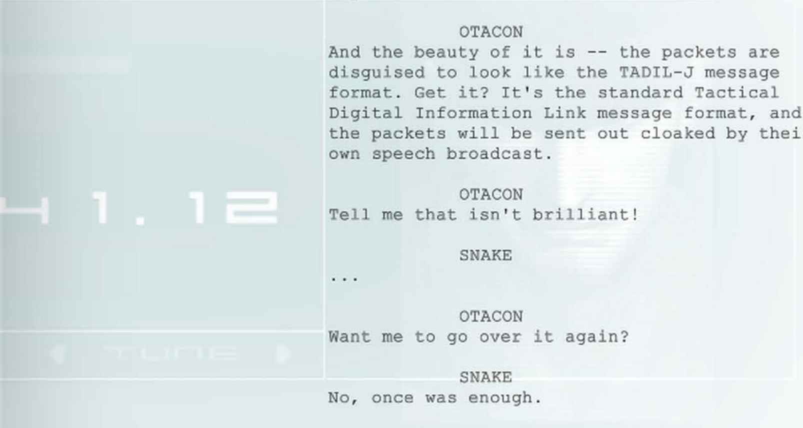
OTACON
Hey, even military networks use products based on commercial technology. Nothing too unfamiliar there.

OTACON
Besides, I cut myself a back door when I still had access. I had a lot of access privileges while we were developing REX.

OTACON
Hey, are you listening?

SNAKE
Oh, ah, yeah...

OTACON
Really? Anyway, the program will compress, encrypt, and packetize the photo's image data. I used BATON for encryption, by the way.



OTACON
And the beauty of it is -- the packets are disguised to look like the TADIL-J message format. Get it? It's the standard Tactical Digital Information Link message format, and the packets will be sent out cloaked by their own speech broadcast.

OTACON
Tell me that isn't brilliant!

SNAKE
...

OTACON
Want me to go over it again?

SNAKE
No, once was enough.

Tanker camera facts and figures

OTACON
I'll explain how to use the camera.

OTACON
That digital camera you have was specially made to take pictures of the prototype Metal Gear.

OTACON
When a picture is taken, the screen data is first stored in the camera's internal memory.

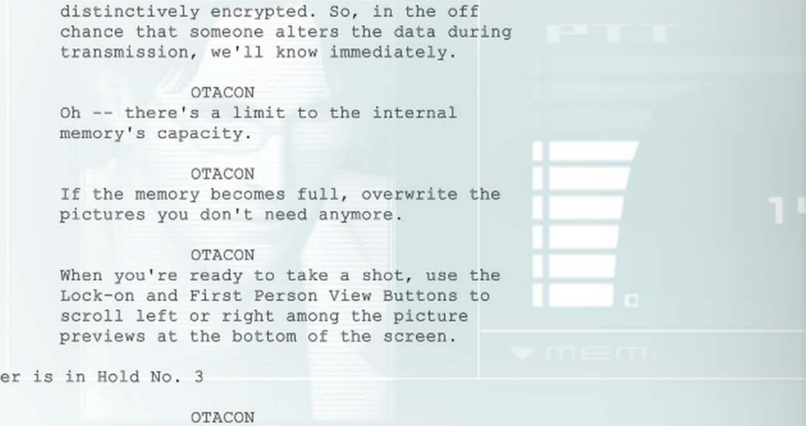
OTACON
Then it's automatically processed through various algorithms to protect against tampering.

OTACON
Each picture is electronically stamped and distinctively encrypted. So, in the off chance that someone alters the data during transmission, we'll know immediately.

OTACON
Oh -- there's a limit to the internal memory's capacity.

OTACON
If the memory becomes full, overwrite the pictures you don't need anymore.

OTACON
When you're ready to take a shot, use the Lock-on and First Person View Buttons to scroll left or right among the picture previews at the bottom of the screen.



*If player is in Hold No. 3

OTACON
Send the pictures to me when you're done.

OTACON
Press the Action Button when you're in front of the workstation southeast from there, and the pictures will be sent to me. Get some good shots!

Send the photos

OTACON

Once you've got the photos, use the workstation in the
southeast end of that room to send them over to me.

OTACON

But if they aren't what we need, I'm going to have to ask you to take another set.

Take photos of the Metal Gear - explaining the requirements

*First time only

OTACON

Ok, we're finally there.

SNAKE

So this is the new Metal Gear...

OTACON

Yep. And we're going to show the whole world its baby pictures.

OTACON

Get the prototype on camera.

*Second and subsequent times

OTACON

We need four images. One from the front-right, the front, and the front-left, and a closeup of the "MARINES" marking on the prototype.

OTACON

Once you have the photos, use the workstation in the southeast end of the area to transmit them over to me. Send me something I can use!

Remaining photos

(1)

OTACON

Ok, we're done with the image from the right. Three left to go -- one each from the front-left and front, and a closeup of the "MARINES" lettering. Good luck.

(2)

OTACON

The picture from the left is perfect. There's three left to go. One each from the front-right and front, and a closeup of the "MARINES" lettering. Have fun.

(3)

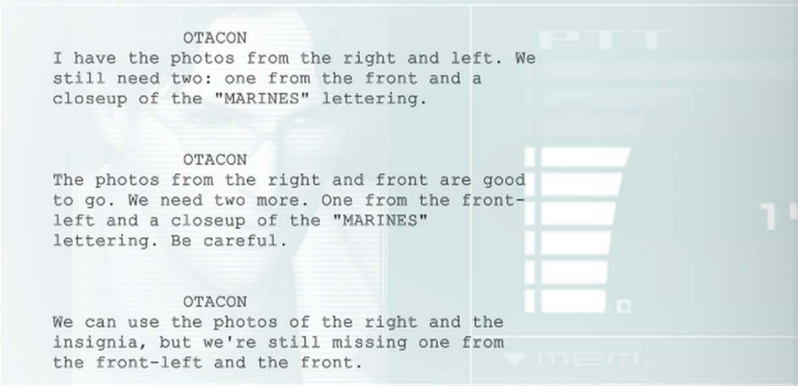
OTACON

The front shot works. Three more and we're done. Take a picture from the front right and front-left side, and a closeup of the "MARINES" lettering.

(4)

OTACON

We're good on the image of the lettering. Three left to go -- one each from the front-right, front-left, and the front of Metal Gear.



(5)

OTACON

I have the photos from the right and left. We still need two: one from the front and a closeup of the "MARINES" lettering.

(6)

OTACON

The photos from the right and front are good to go. We need two more. One from the front-left and a closeup of the "MARINES" lettering. Be careful.

(7)

OTACON

We can use the photos of the right and the insignia, but we're still missing one from the front-left and the front.

(8)

OTACON

The photos from the left and the one of the lettering are great. The two we need are the ones from the front-right and the front. Good luck.

(9)

OTACON

The photos from the left and the front are good to go. We have two left: One from the front-right and a closeup of the "MARINES" lettering.

(10)

OTACON

We already have the pictures from the front and the one of the lettering. Take two shots of Metal Gear from the front-right and the front-left. Send it over as soon as you can.

(11)

OTACON

The photos from the right, front, and left are ready to go up. The only one we need is a closeup of the "MARINES" lettering. We're almost there.

(12)

OTACON

The photos from the right and the left and the one of the lettering look good. The only one we need is of Metal Gear from the front. Good luck.

(13)

OTACON

We're okay on the photos from the right, front and the one of the lettering. The only one we want is of Metal Gear from the front-left. I know you can do it.

(14)

OTACON

I have the photos from the left, front, and the one of the lettering. The only one we still don't have is of Metal Gear from the front-right. That's the last one!

First time accessing workstation

OTACON

So, any Codec moments from you, Snake?

*If player has photo data (first time)

OTACON

Ok, I'm receiving the images...

*If player has photo data (second time)

OTACON

Looks like I have your photos now. Let's take a look...

*If player doesn't have photo data

OTACON
Huh? You haven't taken a single photo. There's no point in using this terminal if you don't have anything to send.

Player has a photo when accessing workstation

*First photo

OTACON
Ok, first up --

OTACON
The first image is --

OTACON
The first one I'm seeing is --

*Second and third photos

OTACON
What's next?

OTACON
And the next one is --

OTACON
The next one's --

OTACON
Ok, what am I seeing now...

OTACON
Next up is --

OTACON
The next image is --

*Last photo

OTACON
The last one is --

OTACON
OK, the last one's coming up.

OTACON
So, what's the last one gonna be...

Photo deemed OK when accessing workstation

*Right OK

OTACON
Ok, that's good. The shot from the right is in the bag.

*Left OK

OTACON
You're a pretty good photographer. We can definitely use this left shot.

*Front OK

OTACON
Ok, this works. It's a great front view.

*Insignia OK

OTACON
This is great. The "MARINES" lettering shows up really well.

Photo deemed no good when accessing workstation - general

*Completely unusable, selected at random

OTACON
Oh -- I don't think we can use this.

OTACON
Sorry, but this doesn't work. I hate to ask, but can you try again?

OTACON
It's almost right, but not quite. We can't use this.

OTACON
I'm sorry -- you need to take another one.

OTACON
Hmm. It needs to be a little more clear. What we need is top-notch quality here.

Photo deemed no good when accessing workstation - too close

OTACON
You're too close. We need something that shows Metal Gear as a whole.

OTACON
I think you're too close to the target. Let's pull back and get the whole thing in the frame.

OTACON
I can't tell what this is -- the camera's too close to the object. You need to pull back and take another one.

Photo deemed no good when accessing workstation - too far

OTACON
You're too far away. Get in closer and try again.

OTACON
No one will be able to tell what this is because it's too far away. What we need is a closer look.

OTACON
This isn't close enough. You need to take another one from a shorter range.

Photo deemed no good when accessing workstation - right duplicate

OTACON
We already have a good photo from the right.

OTACON
We have the shot from the right covered already. You didn't need to take another one.

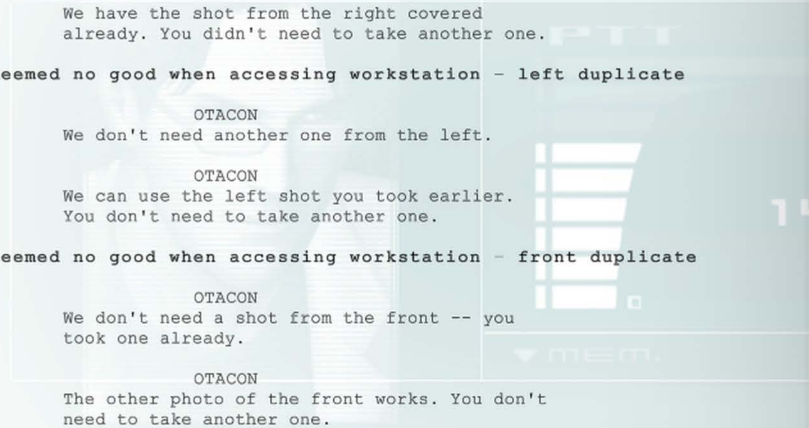


Photo deemed no good when accessing workstation - left duplicate

OTACON
We don't need another one from the left.

OTACON
We can use the left shot you took earlier. You don't need to take another one.

Photo deemed no good when accessing workstation - front duplicate

OTACON
We don't need a shot from the front -- you took one already.

OTACON
The other photo of the front works. You don't need to take another one.

Photo deemed no good when accessing workstation - insignia duplicate

OTACON
You already took a good one of the side lettering.

OTACON
We only need one good shot of the lettering.

Photo deemed no good when accessing workstation - ridiculous

*Player took a ridiculous photo

OTACON
... What is this? Snake, this isn't a game we're playing here.

OTACON
Snake, get serious, will you? We need those pictures.

OTACON
...You're on a mission here, remember?

OTACON
This is NOT what we came for. I can't believe you're clowning around at a time like this. Really...

Photo deemed no good when accessing workstation - Commandant

*Player took a photo of the Commandant

OTACON
Hey, this is the Marine Commandant. Are you a fan or something?

OTACON
The Commandant again... Look, if you like him so much, I'll print this out and make a panel out of it. Put it over your bed or something.

OTACON
fed up Will you PLEASE stop sending me pictures of the Commandant?

Photo deemed no good when accessing workstation - butt

*Player took a photo of a soldier's butt, etc.

OTACON
... So, ah, this explains a lot. Not that there's anything wrong with keeping it to yourself -- I mean, you know, it's your life and everything...

OTACON
But you're going to have to take those Metal Gear photos now.

*Second and subsequent times

OTACON
More of these? Is that all you think about? Hey, what you like is your business, just get those Metal Gear pictures.

Photo deemed no good when accessing workstation - hilarious

*Player took a funny photo

OTACON
This is hilarious! This rules!

OTACON
But we can't use it. Get the shots we need!

Photo deemed no good when accessing workstation - mystery

*Mystery (pin-up girl photo)

OTACON
Ah! This is a -- !

SNAKE
What?

OTACON
Nothing, it's nothing...

OTACON
But this isn't a photo of Metal Gear anyway. Sorry, but you're going to have to go back and shoot another set.

OTACON
whispering I'll just make a backup of this one...

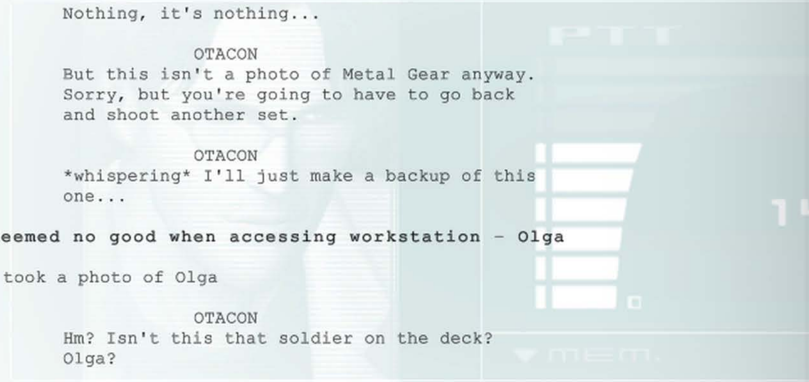


Photo deemed no good when accessing workstation - Olga

*Player took a photo of Olga

OTACON
Hm? Isn't this that soldier on the deck? Olga?

OTACON
I can't believe you took a picture of her. All things considered...

Photo deemed no good when accessing workstation - ghost

(1)

OTACON
Ack! Don't send me creepy stuff like this! What if I get possessed or something!

(2)

OTACON
Yaagh! Another spooky photo!? I told you to stop, didn't I?

OTACON
I need to go get some holy water or something...

(3)

OTACON
Stop it, okay!? Are you trying to freak me out?

All photos deemed OK when accessing workstation

OTACON
Okay, now we have all the photos...

OTACON
Forget the photos and get out of there now.

When accessing workstation - time to stop

*If player has to abandon effort due to lack of time

OTACON
Snake, the speech is about to wind up.

OTACON
We'll have to give up on the front view.

OTACON
We'll have to give up on the picture from the right.

OTACON
We'll have to give up on the picture from the left.

OTACON
We'll have to give up on the closeup of the "MARINES" lettering.

OTACON
Forget the photos and get out of there now.

Don't backtrack

OTACON
Why are you turning around? Metal Gear is in the farthest hold, I told you.

*If time is running out

OTACON
The Commandant is almost done with his speech. We're just about out of time -- hurry!

Codec Conversations (Tanker)

無線会話集（タンカー編）

•Otacon

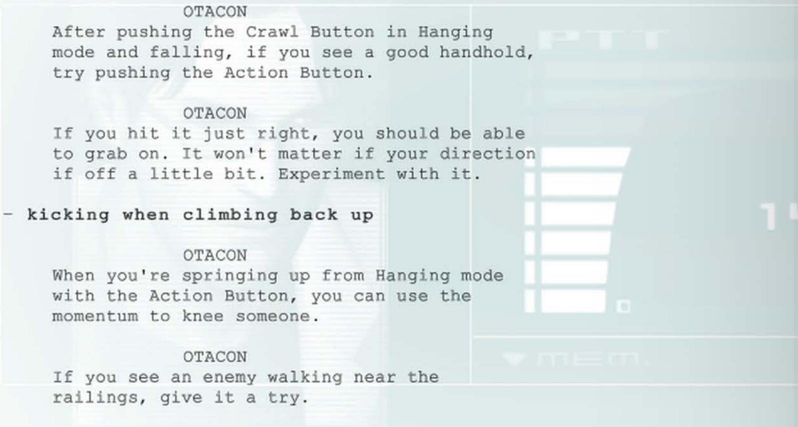
Basic Controls and Combat Explanations

Stand against a wall and knock

OTACON
Move the left analog stick in the direction of a wall and keep it there to flatten yourself against the wall.

OTACON
Push the Punch Button while in that position to knock on the wall and create a diversion.

OTACON
If you plan carefully, you'll be able to lure sentries away from their posts.



Hanging - drop and catch

OTACON
After pushing the Crawl Button in Hanging mode and falling, if you see a good handhold, try pushing the Action Button.

OTACON
If you hit it just right, you should be able to grab on. It won't matter if your direction if off a little bit. Experiment with it.

Hanging - kicking when climbing back up

OTACON
When you're springing up from Hanging mode with the Action Button, you can use the momentum to knee someone.

OTACON
If you see an enemy walking near the railings, give it a try.

Throwing from cover

OTACON
Select the grenade when you take a peek. You can then use the Weapon Button to throw the grenade while taking cover behind objects.

Getting items out of a soldier after a holdup

OTACON
If you get lucky, you could seize an item from someone after you hold them up.

*Dog tag holdups only

OTACON
There are some items you can only acquire from holdups. If you've got the time, try it out.

Hanging

OTACON
Push the Action Button near a scalable railing to hang off the other side.

OTACON
This is called Hanging. You can use it to move around, hide, and even maneuver around an enemy's back.

OTACON
You can move left and right while Hanging by moving the left analog stick or using the Equipment Window and Weapon Equip Buttons.

OTACON
When you're ready to pull yourself up, just push the Action Button again.

OTACON
A Grip Gauge appears below the Life Gauge during Hanging.

OTACON
The Grip Gauge indicates how tightly you are holding on, and steadily decreases as long as you are in Hanging mode.

OTACON
When the Grip Gauge goes to zero, you won't be able to hold on anymore. You need to hoist yourself up before you fall off.

OTACON
Push the Crawl Button while Hanging to jump down straight below.

OTACON
If the ground is too far below, you'll lose some LIFE. In some places, you won't make it at all. Be careful of that.

Grip strength increased from pull-ups (incoming call)

OTACON
Congrats, Snake! Looks like those pull-ups were worth it. Your grip strength is up!

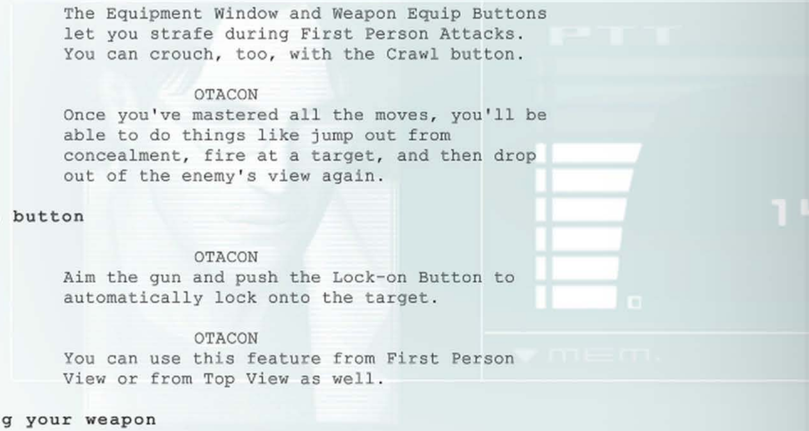
Scaling obstacles

OTACON
If it's about waist-high, you'll be able to climb up or over things with the Action Button. Keep that in mind.

First Person View attacks (sidestepping, standing on tiptoes)

OTACON
Change to First Person View with a weapon selected. Once you aim your weapon with the Weapon Button, you're ready to attack in First Person View.

OTACON
Using the First Person Attack allows you to shoot high or low; you can aim for the enemy's head or even feet.



OTACON
The Equipment Window and Weapon Equip Buttons let you strafe during First Person Attacks. You can crouch, too, with the Crawl button.

OTACON
Once you've mastered all the moves, you'll be able to do things like jump out from concealment, fire at a target, and then drop out of the enemy's view again.

Lock-on button

OTACON
Aim the gun and push the Lock-on Button to automatically lock onto the target.

OTACON
You can use this feature from First Person View or from Top View as well.

Lowering your weapon

OTACON
You can aim the handgun with the Weapon Button, then lower it without firing if you let go of the button slowly.

OTACON
It saves ammunition, and besides, it could be useful after you've disarmed an enemy at gunpoint.

Bloodstains can get you spotted

OTACON
Snake, if you sustain damage from enemy attacks, it could increase your chances of capture. The bloodstains would lead them right to you.

OTACON
That's another reason you should stay away from trouble as much as possible.

How to stop bleeding

OTACON
Snake, are you bleeding!?

*If player calls while they aren't bleeding

OTACON
If your Life Gauge is down to the point where it's red, the bleeding won't stop.

OTACON
As long as you're bleeding, your Life Gauge will keep dropping gradually. Besides that, the bloodstains could put the enemy on your trail.

OTACON
The only way to stop the bleeding for good is to let your body recover until the Life Gauge is green. Rations are the best way to do that.

OTACON
Try to crouch down or assume Crawl position and stay still while you're bleeding. Your LIFE will recover bit by bit.

OTACON
I'd recommend that you stay in hiding until the bleeding stops, if possible.

Body part damage differences (tranquilizer rounds)

OTACON

Snake, the M9's anesthetic rounds have different effects depending on where it hits.

OTACON

If you manage to land them on the head or the heart area, the enemy will go down immediately. If it's hands or feet, it may take a while for the anesthetic to take effect.

OTACON

Try using the First Person View to aim with higher accuracy.

Forward roll

OTACON

Push the Crawl Button as you're running to go into a tumble and a forward roll.

OTACON

Make good use of it -- maybe when you need to move from cover to cover quickly?

Walking quietly

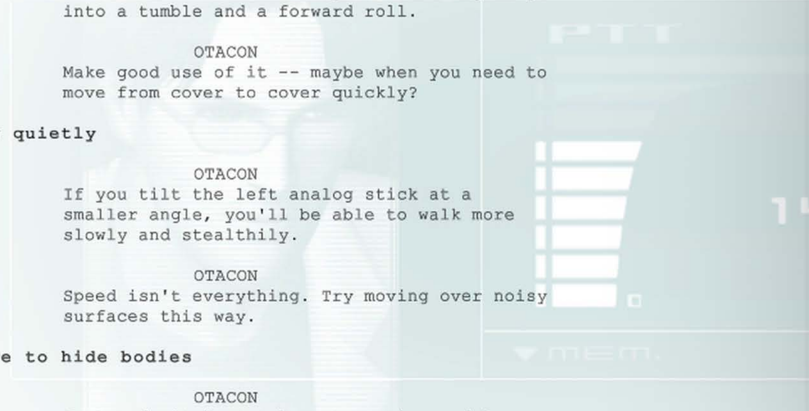
OTACON

If you tilt the left analog stick at a smaller angle, you'll be able to walk more slowly and stealthily.

OTACON

Speed isn't everything. Try moving over noisy surfaces this way.

You have to hide bodies



OTACON

Snake, don't just take out enemies and leave them there. That's a bad idea.

OTACON

Finding their dead friends on the ground will probably make sentries raise an alarm.

OTACON

Once you've dealt with someone, put the body somewhere out of sight.

How to drag bodies

OTACON

Bodies can be moved to another location by dragging.

OTACON

First, make sure no weapon is selected. Then push the Weapon Button near the body to grab it.

OTACON

As long as you have a hold on the body, you'll be able to drag it. Let go of the Weapon Button when you're done.

OTACON

It's a bad idea to leave enemies where they've fallen. Hide the bodies to make sure no one sees them.

Rigor mortis

OTACON

I recommend you hide the enemy's body as soon as you've taken them down.

OTACON

The tranquilized and unconscious enemies will wake up sooner or later. As for soldiers you've killed, the body will become too stiff to move in a short while.

OTACON

Keep that in mind.

Hiding bodies in lockers

OTACON

You can also hide the enemy's body in a locker.

OTACON

All you have to do is open the locker and drag the body there.

Body part damage differences (conventional rounds)

OTACON

The handgun ammunition and other live rounds have different effects depending on where the bullet hits.

OTACON

If you hit the hand, the enemy won't be able to use it, and a round to the leg and feet will take away their mobility. If you manage to land them on the head or the heart area, the enemy will go down immediately.

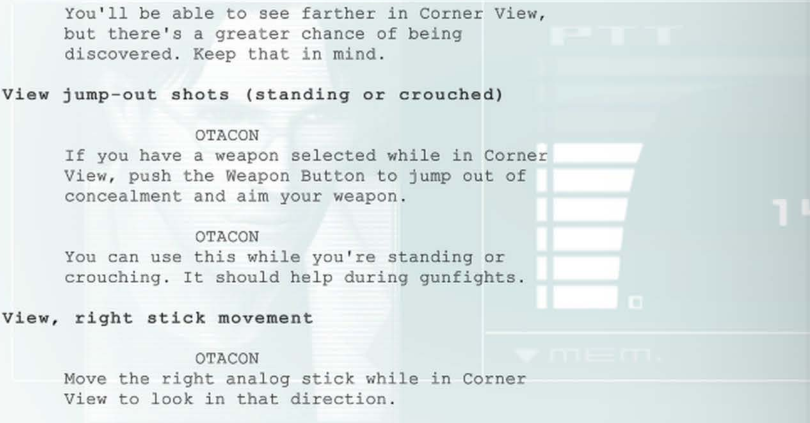
OTACON

Destroy the radio on their right hip, to the back, to prevent the enemy from calling for backup. Use the First Person View when you need to aim accurately.

Corner View peeking, left/right movement

OTACON

Push the Equipment Window or Weapon Equip Button while in Corner View to move your head and take a quick look in that direction.



OTACON

You'll be able to see farther in Corner View, but there's a greater chance of being discovered. Keep that in mind.

Corner View jump-out shots (standing or crouched)

OTACON

If you have a weapon selected while in Corner View, push the Weapon Button to jump out of concealment and aim your weapon.

OTACON

You can use this while you're standing or crouching. It should help during gunfights.

Corner View, right stick movement

OTACON

Move the right analog stick while in Corner View to look in that direction.

OTACON

The difference between this and using Equipment Window and Weapon Equip Buttons is that you won't be exposing yourself to possible enemy fire. At the same time, because you are staying in the same position, your range of vision is more limited.

Shadows can get you spotted

OTACON
Snake, in some locations, the lighting makes your shadow longer and more noticeable.

OTACON
The enemy might spot your shadow, so you'll want to watch out. Turns and corners are especially dangerous.

OTACON
But the same holds for the enemy. If you spot someone's shadow ahead, you can avoid unnecessary risks.

Suspicious objects (broken objects) can get you spotted

OTACON
Don't break things if you can help it. Any sign of infiltration will put the enemy on a lookout. Exercise caution.

Search mode

OTACON
Even if you've successfully thrown the enemy off your trail, don't ever relax your guard once you've been spotted.

OTACON
They'll be looking for you, and security will be tighter. Don't underestimate what you're up against.

Clearings

(1) *Incoming call

OTACON
Snake, get yourself out of sight now! Enemy search parties are on the way. It's a Clearing.

(2)

OTACON
These aren't sentries you're dealing with; they're searching for you, and they know you don't want to be found.

OTACON
You can't make some feeble attempt at concealment. Make sure you're completely hidden in some place they wouldn't think of searching.

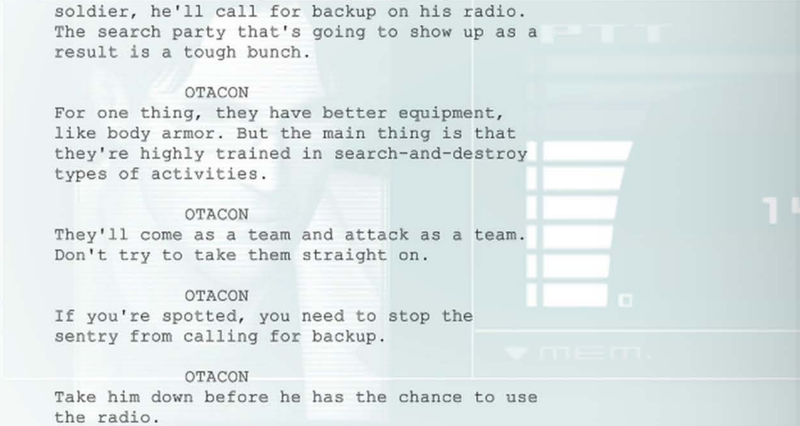
Gunfights

OTACON
If you're spotted and it comes down to an exchange of gunfire, don't stand out in the open. Find cover ASAP.

OTACON
Strafe and stretch up from your concealed position to get a good shot on target while in First Person View.

OTACON
But if they come at you in droves, even you won't be able to fend them off. You need to avoid discovery at all costs.

Enemy radio transmissions



OTACON
As soon as you're spotted by an enemy soldier, he'll call for backup on his radio. The search party that's going to show up as a result is a tough bunch.

OTACON
For one thing, they have better equipment, like body armor. But the main thing is that they're highly trained in search-and-destroy types of activities.

OTACON
They'll come as a team and attack as a team. Don't try to take them straight on.

OTACON
If you're spotted, you need to stop the sentry from calling for backup.

OTACON
Take him down before he has the chance to use the radio.

OTACON
You can also break out the chaff grenade and interfere with the message transmission to prevent any alerts from being issued.

OTACON
If you take out the radio, the sentry will have no way of calling for help.

OTACON
Radios are worn behind the right hip. You should be able to target it in First Person View.

OTACON
If he does manage to call for backup, get yourself in deep hiding before they arrive.

Hiding spots

OTACON
You'll be less likely to be spotted in the dark. But this won't work during a Clearing, so I recommend you try something else.

Throwing magazines (only when player has one)

OTACON
Select the magazine and throw it using the Weapon Button. The noise will draw enemy soldiers toward wherever the magazine lands.

OTACON
How strong you push the button determines how large a swing you take. Take aim using First Person View and try to land it where it will lure the enemy away.

Hold-ups

OTACON
You can hold someone at gunpoint by getting behind his back with your gun ready. What you choose to do with a hostage making no resistance after that is up to you.

Item boxes

OTACON
Whenever you see an Item Box, you should acquire it. Take a closer look to see what the Item is.

OTACON
When you take out an enemy, move his body out of the way and check for an Item Box. Don't leave it behind.

Codec calls

*If player hasn't accepted a single optional incoming call

OTACON
Snake, when I have something urgent to tell you, I'll raise you on the Codec.

OTACON
When you see the CALL sign, hit the Codec Button to receive, all right?

Throwing enemies

OTACON
As long as you have no weapons selected, you can throw an enemy with the Weapon Button and the left analog stick.

OTACON
Just get in close and hit these controls at the same time. They'll be down on the ground afterwards, and you may even be able to knock them unconscious.

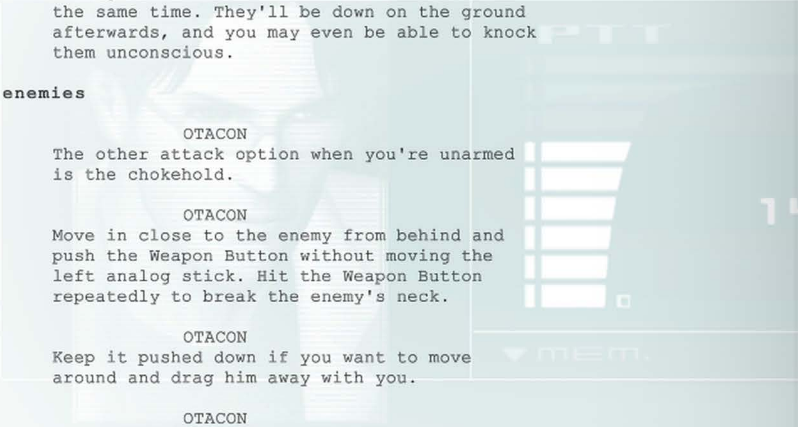
Choking enemies

OTACON
The other attack option when you're unarmed is the chokehold.

OTACON
Move in close to the enemy from behind and push the Weapon Button without moving the left analog stick. Hit the Weapon Button repeatedly to break the enemy's neck.

OTACON
Keep it pushed down if you want to move around and drag him away with you.

OTACON
Remember, you can only do this from the back. You can't perform a chokehold while facing someone. Be careful.



Corner View overview

OTACON
When you're flattened against a surface behind a corner, you're in Corner View. You'll be able to survey the area without exposing yourself.

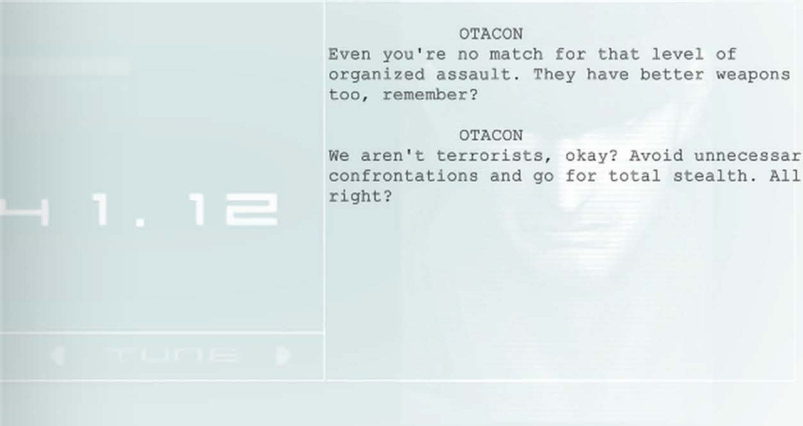
OTACON
The Corner View lets you take a look ahead with the Equipment Window and Weapon Eqiup Buttons, or you can jump out with your weapon ready. Take advantage of all the action.

Don't let the enemy spot you

OTACON
Snake, don't let the enemy spot you. Once you've been discovered by a sentry, he'll call in reinforcements and there will be an attack.

OTACON
Even you're no match for that level of organized assault. They have better weapons too, remember?

OTACON
We aren't terrorists, okay? Avoid unnecessary confrontations and go for total stealth. All right?



•Otacon

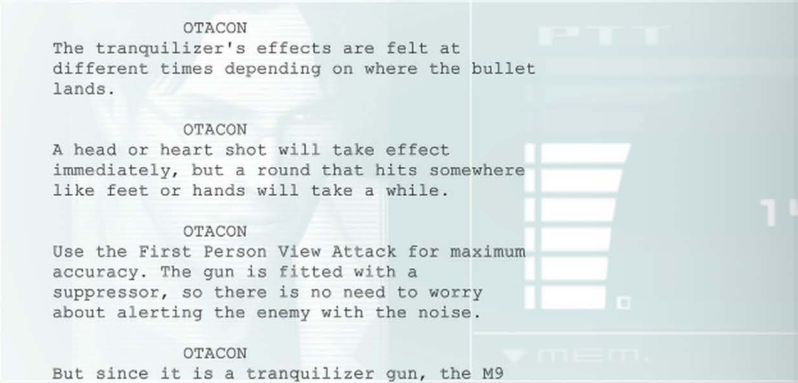
Weapon Explanations

M9

OTACON
What you're wielding right now is a converted Beretta M-92F, designed to fire tranquilizer rounds. A direct hit will knock the target unconscious.

OTACON
Think of those rounds as tiny syringes.

OTACON
The impact of the round causes the mixing of two chemicals in the shell. The resulting gas compresses a tiny piston and injects the tranquilizer in the bullet's tip into the target's skin.



OTACON
The tranquilizer's effects are felt at different times depending on where the bullet lands.

OTACON
A head or heart shot will take effect immediately, but a round that hits somewhere like feet or hands will take a while.

OTACON
Use the First Person View Attack for maximum accuracy. The gun is fitted with a suppressor, so there is no need to worry about alerting the enemy with the noise.

OTACON
But since it is a tranquilizer gun, the M9 has its limitations. All it can do is knock the enemy unconscious. Keep that in mind.

Grenade

OTACON

I see you have the grenade equipped. It's an anti-personnel frag grenade -- throw it at the enemy and the blast and fragments will take the enemy out.

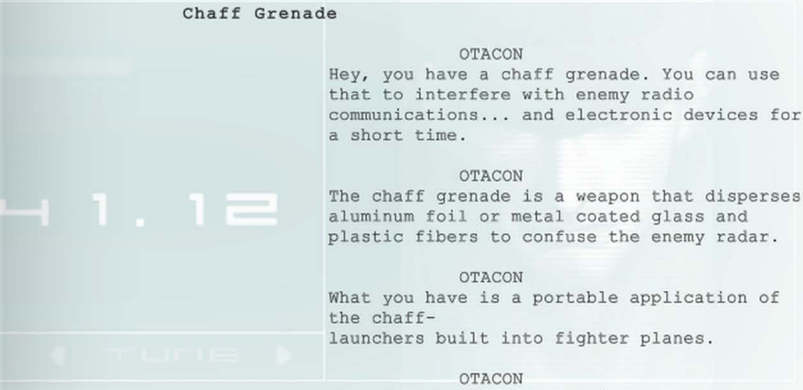
OTACON

Watch out -- pushing the Weapon Button will pull out the pin. Release the Weapon Button to toss it. The throwing distance depends on how hard you push the Weapon Button.

OTACON

After pulling the pin, you'll have five seconds until the grenade explodes. Get familiar with changing the timing and throwing distance of the grenade before it goes off.

Chaff Grenade



OTACON

Hey, you have a chaff grenade. You can use that to interfere with enemy radio communications... and electronic devices for a short time.

OTACON

The chaff grenade is a weapon that disperses aluminum foil or metal coated glass and plastic fibers to confuse the enemy radar.

OTACON

What you have is a portable application of the chaff-launchers built into fighter planes.

OTACON

When detonated, the grenade releases tiny chaff pieces as well as miniaturized active jammers using a small amount of explosives.

OTACON

The grenade can't create full-scale chaff corridors or chaff clouds, but will form a Radar Cross Section area large enough for single-personnel use.

OTACON

This weapon is for electronic interference only, though. It has no effect on enemy personnel.

Stun Grenade

OTACON
The stun grenade in your equipment is for incapacitating enemies without killing them.

OTACON
Stun grenades are non-lethal weapons that knock out enemy personnel with an intense flash of light and a burst of sound.

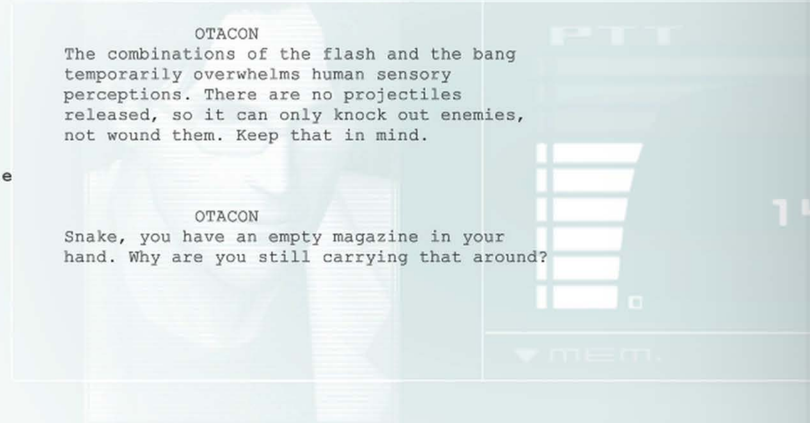
OTACON
Once the grenade is airborne, a timed detonator ejects an internal cartridge using a small amount of explosives.

OTACON
The cartridge then explodes, and releases a flash rated at over a million candlepower, with an accompanying bang of over 200 decibels.

OTACON
The combinations of the flash and the bang temporarily overwhelms human sensory perceptions. There are no projectiles released, so it can only knock out enemies, not wound them. Keep that in mind.

Magazine

OTACON
Snake, you have an empty magazine in your hand. Why are you still carrying that around?



•Otacon

Item Explanations

Thermal Goggles

OTACON
You have the Thermal Goggles equipped, huh? They provide night vision by using variances in heat distribution to create an image.

OTACON
It uses a two dimensional solid state projection system to create high-res images at sixty fps in real-time.

OTACON
By using the Thermal Goggles, you can take a look at the enemy's neck to see if they have dog tags or not.

Rations

OTACON
So you've got rations now. These are military food supplies, and allow you to recover some LIFE with use.

OTACON
If it is equipped in advance, the ration will automatically be used and LIFE will be regained when you receive damage.

OTACON
You can select it in the window and push the Confirmation Button to use the item on the spot.

OTACON
Rations were designed to be carried and eaten on the field. They're all about functionality and calories.

OTACON
They use a special freeze-drying methods developed by NROC. They're compact, portable, and last for weeks.

Bandage

OTACON
You've picked up gel bandages, I see. When you're bleeding, select the bandage as an equipment to stop the blood.

*If player hasn't heard "How to stop bleeding," continues to that conversation

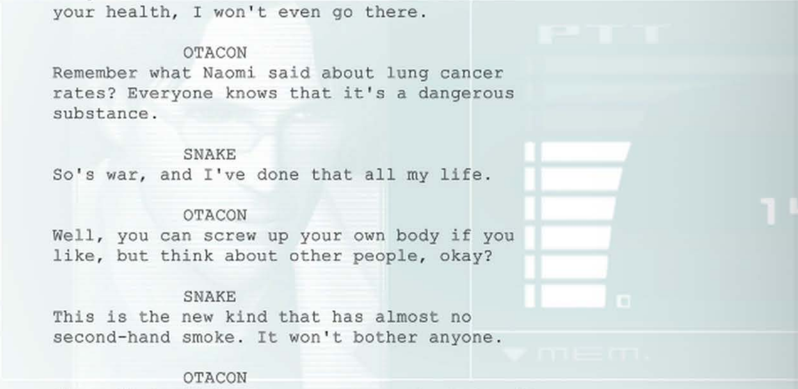
OTACON
The bandage is a type of alginate dressing. It's a highly absorbent pad that gels blood and other fluids on contact.

OTACON
It releases calcium ions during absorption, hence the coagulating effect.

Cigarettes

OTACON
Snake, are you smoking? You really should quit.

OTACON
First of all, it turns you into an instant target in the dark. As for what it means to your health, I won't even go there.



OTACON
Remember what Naomi said about lung cancer rates? Everyone knows that it's a dangerous substance.

SNAKE
So's war, and I've done that all my life.

OTACON
Well, you can screw up your own body if you like, but think about other people, okay?

SNAKE
This is the new kind that has almost no second-hand smoke. It won't bother anyone.

OTACON
Oh really? Didn't I see you toss the butt off the bridge? Littering, polluting...

SNAKE
Ummm...

OTACON
You have a long way to go, my friend.

Pentazemin

OTACON
You have Pentazemin in your inventory. If you need to take some, select it in the Item Window and push the Enter Button.

OTACON
Pentazemin is a mild tranquilizer used to treat clinical depression, obsessive-compulsive behavior, and anxiety.

OTACON
It belongs to the benzodiazepinate family, and along with its antidepressant and anti-anxiety qualities, it suppresses convulsions.

OTACON
Take it when you have a tough shot ahead with the sniper rifle and you need to minimize shakiness. But I guess you don't have one of those yet.

OTACON
Well... you can also try some if you're feeling really seasick.

Seasickness gone?

*After hearing "Pentazemin" conversation, use Pentazemin and call Otacon

SNAKE
Otacon, I took the Pentazemin and you're right -- the seasickness is gone!

OTACON
Wow! Really!?

SNAKE
What do you mean, "Really?" You said...

OTACON
Drugs are mostly about placebo effect. If you believe it's effective, it is. You're more naive than I thought.

SNAKE
...

Cardboard Box

OTACON
Using the old cardboard box trick, huh? Looks good on you, Snake. Camouflage is the best way to slip past enemy surveillance.

OTACON
But cardboard is just paper when it comes down to it. It won't withstand any serious assault for long.

OTACON
Don't rely on the trick too many times, either. And I recommend you keep it dry.

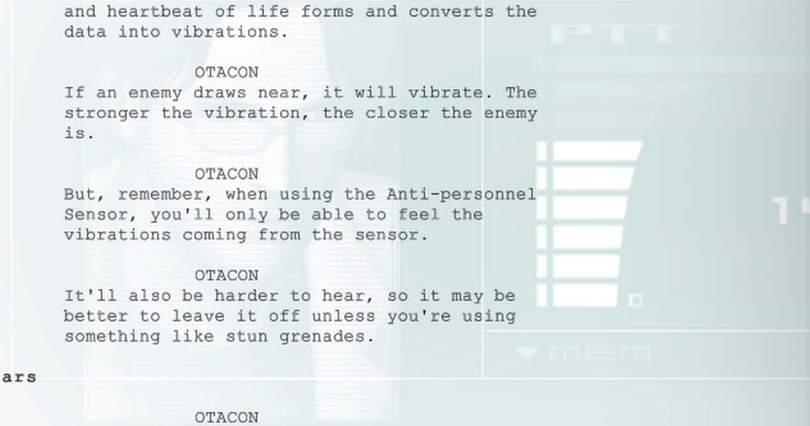
Anti-personnel Sensor

OTACON
You're using the Anti-personnel Sensor, I see. It measures the electromagnetic fields and heartbeat of life forms and converts the data into vibrations.

OTACON
If an enemy draws near, it will vibrate. The stronger the vibration, the closer the enemy is.

OTACON
But, remember, when using the Anti-personnel Sensor, you'll only be able to feel the vibrations coming from the sensor.

OTACON
It'll also be harder to hear, so it may be better to leave it off unless you're using something like stun grenades.



Binoculars

OTACON
Good, you have a pair of binoculars. You'll be able to use them to survey enemy territory from a distance.

OTACON
They come with a zoom function and auto-focus, and have all the durability of military equipment. You won't have to worry about breakage with these.

•Otacon

Save Conversations

Before Save menu appears

*Status: Normal (1)

OTACON
Do you want to save, Snake?

*Normal (2)

OTACON
Time to save?

*Normal (3)

OTACON
Oh, you need to save. Just a second.

*Normal (4)

OTACON
Oh, Snake, you want to save?

*Status: Tense (1)

OTACON
Need to save, right, Snake?

*Tense (2)

OTACON
You all right, Snake? I'm ready to save whenever you are.

*Tense (3)

OTACON
Snake! Thank God! I can do a quick save if you need.

*Tense (4)

OTACON
Snake! Do you need to save?

If player chose not to save

*Status: Normal (1)

OTACON
OK, see you, Snake.

*Normal (2)

OTACON
Hang in there.

*Normal (3)

OTACON
Oh, you're not going to save? Well, okay,
just let me know when you need to.

*Normal (4)

OTACON
OK, Snake. Stay out of trouble.

*Normal (5)

OTACON
Look, Snake, this frequency is for saving
only. Remember?

*Status: Tense (1)

OTACON
Hang in there, Snake!

*Tense (2)

OTACON
Let me know as soon as you need to save,
okay? Don't let them get you!

*Tense (3)

OTACON
Don't give up!

*Tense (4)

OTACON
Snake! You've got to stay alive!

General-purpose silence

*Silent

OTACON
...

Poor man's proverbs, after saving

*After first save

OTACON
Snake, you of course know the saying "One for all, all for one."

SNAKE
What is this, all of a sudden?

OTACON
Oh, I figured you'd need a lot of motivation, so I came prepared.

OTACON
It's from 'The Three Musketeers' -- the book, not the candy bar.

OTACON
Anyway, it means that if you go up against everyone by yourself, they'll gang up on you too. I think.

OTACON
Since you're on your own on that ship, you need to take this to heart and avoid confrontations.

OTACON
How was that? Just like the old days, huh?

SNAKE
Almost reminds me of Mei Ling, but... You sure you got it right?

OTACON
with baseless confidence Of course! And I'll teach you a lot more of these, you can count on it.

SNAKE
Great... (It's an unwelcome favor.)

*After saving (1)

OTACON
Okay... There's a saying that goes "Even a bird on high dies a glutton's death, as do the fish of The Deeps."

OTACON
The lesson is -- er, don't be greedy.

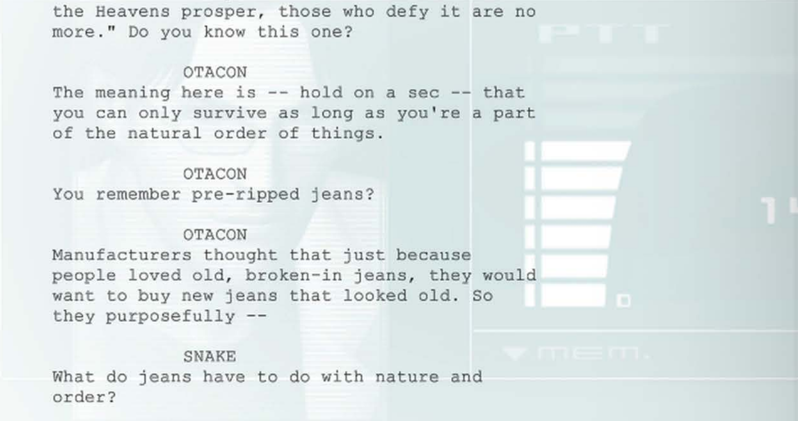
OTACON
The fish that belonged to a family called the Deeps died from overfeeding, and so did a bird that got high on something -- probably fermented fruit.

SNAKE
... Okay. If you say so.

OTACON
I do, Snake. Don't take unnecessary risks just because you're greedy for more Items. Remember the Deep family's fish.

SNAKE
...

*After saving (2)



OTACON
Another Chinese proverb: "Those who look to the Heavens prosper, those who defy it are no more." Do you know this one?

OTACON
The meaning here is -- hold on a sec -- that you can only survive as long as you're a part of the natural order of things.

OTACON
You remember pre-ripped jeans?

OTACON
Manufacturers thought that just because people loved old, broken-in jeans, they would want to buy new jeans that looked old. So they purposefully --

SNAKE
What do jeans have to do with nature and order?

OTACON
Denim should fray and rip on its own, naturally. Right? Some designers tried to go against that, and -- no one bought them! The earnings report from that fiscal year is enough of a proof!

SNAKE
unconvinced Earnings...?

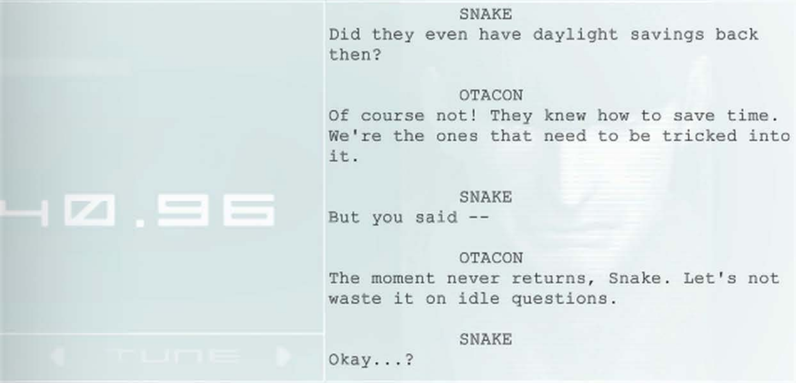
*After saving (3)

OTACON
Hey, Snake, what's "Hardest won, most easily lost"?

OTACON
It's time, get it? Amazing how relevant these Chinese proverbs still are!

OTACON
Once the moment's gone, it's gone. Except for daylight savings time, of course. That extra hour to do anything you like with every autumn... gotta love it.

OTACON
Then again, you lose an hour every spring, so I guess the proverbs are right. Wow, they thought of everything.



SNAKE
Did they even have daylight savings back then?

OTACON
Of course not! They knew how to save time. We're the ones that need to be tricked into it.

SNAKE
But you said --

OTACON
The moment never returns, Snake. Let's not waste it on idle questions.

SNAKE
Okay...?

*After saving (4)

OTACON
The Chinese have a saying: "Those who are lost never question a path, and a drowning man doubts not the shallows."

OTACON
And it means -- means that you need to make use of other people's help. Otherwise, you could be in trouble.

OTACON
If you're lost, you don't even know whether a road you come across is a right one, and, uh, what's the difference between shallow and deep if you've already drowned... right?

OTACON
Anyway, the point is that help is always a good thing to accept. So make good use of the Codec.

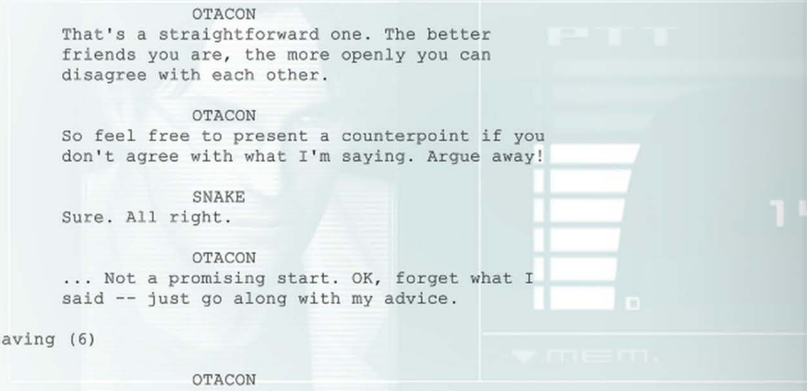
SNAKE
Look -- this stuff seems nothing like what Mei Ling used to talk about.

OTACON
confidently Hey, she couldn't do better herself!

SNAKE
...

*After saving (5)

OTACON
"Acquaintances agree. Friends argue."



OTACON
That's a straightforward one. The better friends you are, the more openly you can disagree with each other.

OTACON
So feel free to present a counterpoint if you don't agree with what I'm saying. Argue away!

SNAKE
Sure. All right.

OTACON
... Not a promising start. OK, forget what I said -- just go along with my advice.

*After saving (6)

OTACON
Do you know the saying "One forgets the hurt once the wound has healed"?

OTACON
quietly And that of course means -- uh -- where'd I put that piece of paper --

SNAKE
Did you say something?

OTACON

No, nothing. So, uh, forgetting the pain when the wound's healed means... Um --

OTACON

That you have to get better fast! Yeah, that's it. So stock up on those rations and bandages.

SNAKE

Is that really all it means?

OTACON

confidently Hey, I'm the expert here.

*After saving (7)

OTACON

Snake, have you heard this one? "Evil is human nature, and his entire being, falseness."

OTACON

The concept of so-called Original Sin. The idea that you're born bad, so you can't help doing bad things...

SNAKE

Hold on. I thought the idea of Original Sin was that you had to work even harder at being good because you were born evil!

OTACON

Er -- oh yeah, that too. Very good, Snake.

SNAKE

...

*After saving (8)

OTACON

You know the story about Achilles and Paris?

OTACON

The moral here is -- er -- something about his heel?

OTACON

Anyway, even the great and virtually immortal hero Achilles was finally done in by Paris.

OTACON

Talk about a dangerous city. So don't get complacent. The mission can turn around and get you.

SNAKE
Wasn't Paris a person?

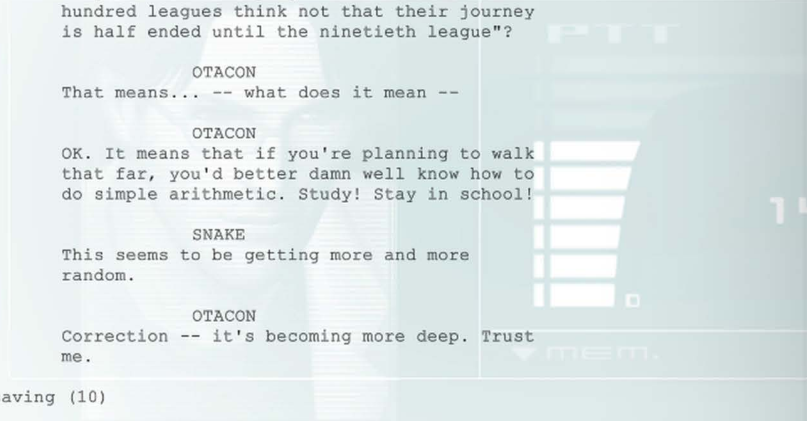
OTACON
What?

SNAKE
Paris. I thought he was a --

OTACON
sighs Snake, there's a time and place for conspiracy theories. Please, I'm trying to concentrate here.

SNAKE
Huh? Ah, sorry...?

*After saving (9)



OTACON
Do you know the saying "Those who walk a hundred leagues think not that their journey is half ended until the ninetieth league"?

OTACON
That means... -- what does it mean --

OTACON
OK. It means that if you're planning to walk that far, you'd better damn well know how to do simple arithmetic. Study! Stay in school!

SNAKE
This seems to be getting more and more random.

OTACON
Correction -- it's becoming more deep. Trust me.

*After saving (10)

OTACON
The Chinese have a proverb that goes "Scholars hold in esteem knowledge, not acts."

OTACON
See, they just sit around thinking, instead of actually doing something. Which doesn't make them too useful. Action is what matters! I think.

SNAKE
Look, what I heard from Mei Ling was that --

OTACON

Snake, have you noticed that you bring her up a lot?

SNAKE

Huh? That isn't the --

OTACON

Here we go again. What am I going to do with you?

SNAKE

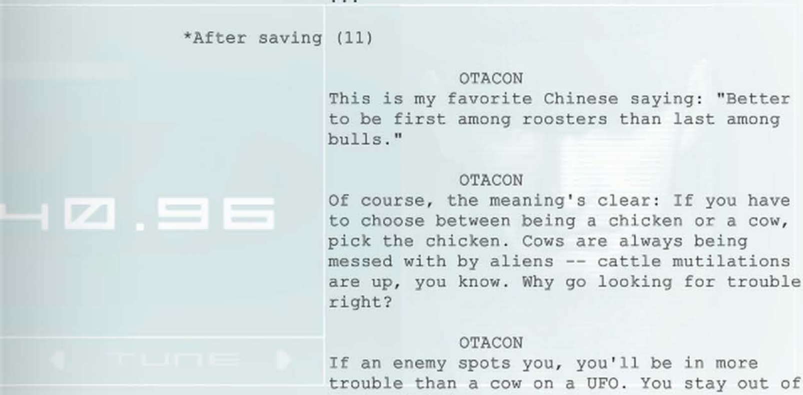
Like I was saying --

OTACON

You and your hyperactive libido. It's a good thing one of us can keep all the details straight.

SNAKE

...



*After saving (11)

OTACON

This is my favorite Chinese saying: "Better to be first among roosters than last among bulls."

OTACON

Of course, the meaning's clear: If you have to choose between being a chicken or a cow, pick the chicken. Cows are always being messed with by aliens -- cattle mutilations are up, you know. Why go looking for trouble, right?

OTACON

If an enemy spots you, you'll be in more trouble than a cow on a UFO. You stay out of their sight!

SNAKE

Why would aliens be in an old Chinese proverb?

OTACON

Everyone knows they've been visiting us for thousands of years.

SNAKE

... News to me.

*After saving (12), Mei Ling appears

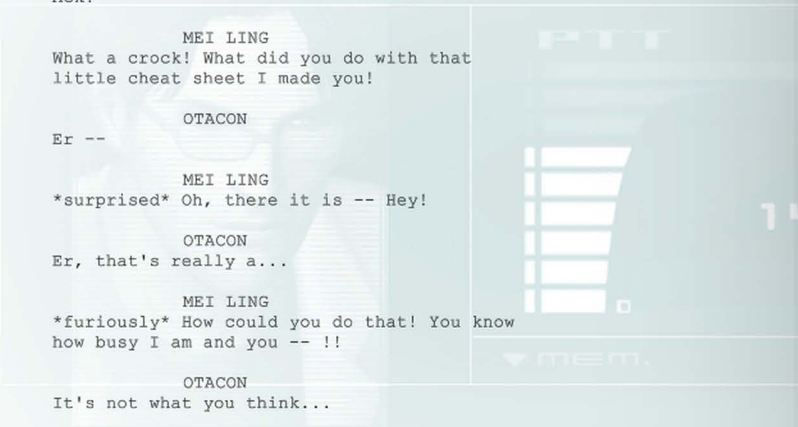
OTACON
Snake, do you know the Chinese proverb "Care avoids err"?

OTACON
"Err" is thought to be a Kung word meaning "what."

OTACON
There are some linguists who think that this accounts for an almost universal utterance of the syllable "er" when people are at a loss for words. A kind of vestigial --

MEI LING
Hey!

OTACON
Ack!



MEI LING
What a crock! What did you do with that little cheat sheet I made you!

OTACON
Er --

MEI LING
surprised Oh, there it is -- Hey!

OTACON
Er, that's really a...

MEI LING
furiously How could you do that! You know how busy I am and you -- !!

OTACON
It's not what you think...

MEI LING
Oh, so what am I thinking?

SNAKE
What's going on over there?

MEI LING
Oh, hi, Snake. Do you know that Otacon's been --

OTACON
Er, Mei Ling, we're in the middle of a mission and everything! So can we, you know...

MEI LING
...

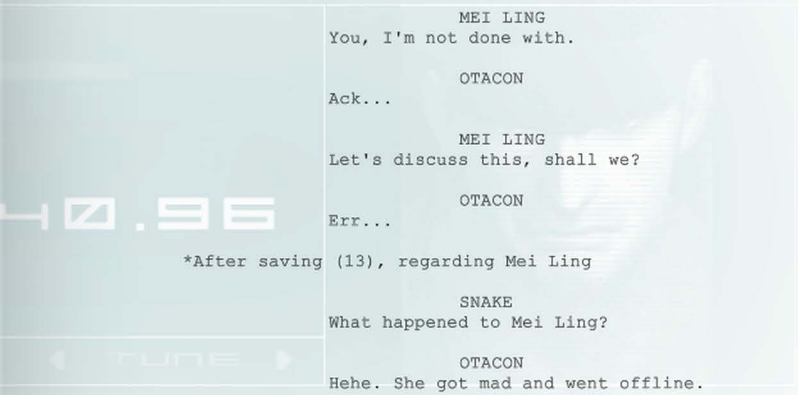
OTACON
...

MEI LING
unhappy, but agrees Fine. Sure.

MEI LING
And Snake, the real meaning of "Care avoids err" is that if you're cautious, you can avoid making serious mistakes.

MEI LING
Even if you've gotten used to the mission, watch what you do. Good luck!

OTACON
Yeah, Snake! Good luck!



MEI LING
You, I'm not done with.

OTACON
Ack...

MEI LING
Let's discuss this, shall we?

OTACON
Err...

*After saving (13), regarding Mei Ling

SNAKE
What happened to Mei Ling?

OTACON
Hehe. She got mad and went offline.

SNAKE
What did you do?

OTACON
Nothing! Now don't we need to get back to the mission? So much to do, so little time...

SNAKE
...

•Commandant's Speech

Played in the background during gameplay

CMC

You're all familiar with the Shadow Moses incident during the Sears administration. The current state of nuclear proliferation is a direct result of that event. You remember how the existence of Metal Gear Rex and the development program for new warhead technology was exposed to the public. What you should also know, even though we have never officially confirmed the fact, is that the data for the research was stolen and sold on the open market.

CMC

We initiated development of Metal Gear RAY as a countermeasure to these pirated weapons forces. The only thing that can stand up to a Metal Gear is of course, another Metal Gear. With RAY, the hundreds if not thousands of Metal Gears that exist all over the world are no longer a threat. The blind rush to nuclear proliferation will be contained and it will be the Marine Corps, and our RAY, that will accomplish this.

CMC

At the moment, every industrialized nation on the globe knows the specifications for Metal Gear. Worse yet, so do a number of rogue states. They are all working on deploying their own Metal Gear force to compete with the U.S.'s nuclear strike capability. The world is about to see a swarm of these Metal Gear derivatives.

CMC

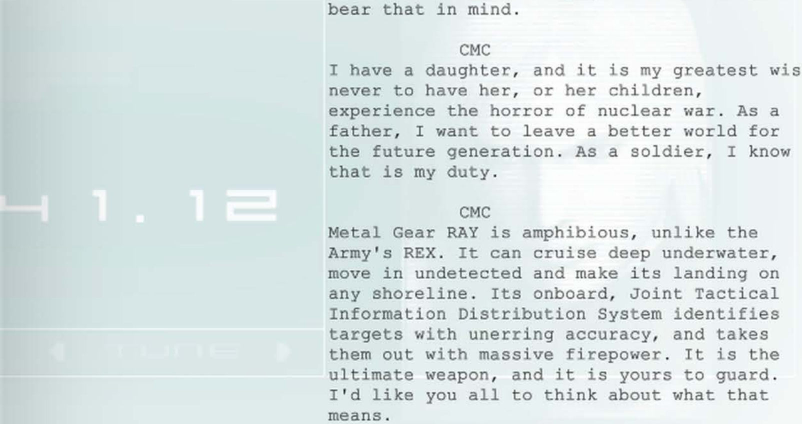
Ours is not the only military project (talking about Arsenal Gear) devoted to Metal Gear development, but it cannot be more different in nature from the Navy's. Theirs is a program that will add fuel to the uncontrolled fire of nuclear proliferation. It is a fact that players in favor of such a policy are attempting to derail our own RAY project. But I promise you that they will not succeed.

CMC

This weapon will render all other Metal Gears obsolete. Nations building up their own Metal Gear force will think twice about their nuclear strategy in the light of the military dominance spelled out by RAY. The shift in the balance of power will mean a new world order. And we, the Marine Corps, will play a central role in its military affairs.

CMC

Some say that the strategic importance of aircraft carriers will be reduced by the completion of RAY. The opposition from the Navy is an undeniable fact. There is a lot of pressure from Navy brass, especially those with submarine and air background. Not to mention interference from a major player (the Patriots)... But this project is vital to the Marine Corps. The enemy is sometimes closer to home than you think, gentlemen. Always bear that in mind.



CMC

I have a daughter, and it is my greatest wish never to have her, or her children, experience the horror of nuclear war. As a father, I want to leave a better world for the future generation. As a soldier, I know that is my duty.

CMC

Metal Gear RAY is amphibious, unlike the Army's REX. It can cruise deep underwater, move in undetected and make its landing on any shoreline. Its onboard, Joint Tactical Information Distribution System identifies targets with unerring accuracy, and takes them out with massive firepower. It is the ultimate weapon, and it is yours to guard. I'd like you all to think about what that means.

CMC

The National Missile Defense program was initiated in the end of the 20th century, projected to completion in 2005. However, the NMD trial conducted in the year 2000 was a complete failure, and the success of the 1999 trials is now considered a chance happening. There was no technological solution in sight and the program was already attracting strong criticism from Russia and China for its potential violation of the Anti-Ballistic Missile agreement. The fact that any development in missile defense would trigger accelerated weapons development has been pointed out from the very beginning. President Sears forced the NMD proposal through and succeeded in deploying the program. Some say that it was a military (the Patriots) interest—with plans for the hundred billion dollar program budget that actually arranged the legislative approval.

CMC

Former President Sears did also act towards reducing the nuclear stockpile while nurturing the NMD concept. It was he who lowered START3's ceiling for tactical nuclear weapons in order to bring Russia around to approving a revision to the ABM treaty. Everyone believed the world was headed for the end of the arms race when Shadow Moses happened. Even though the development of Metal Gear REX is still outside the bounds of official truth, everyone in the international military community knows the facts. Its specs spread across the globe like wildfire, and the nuclear race is on again. The only thing that can reverse its course is this Metal Gear RAY.

CMC

The Metal Gear REX development on Shadow Moses was supposedly the first preparatory measure taken against the future possibility of reduced nuclear defense capability. An NMD technology leak to other nations would make that contingency likely. But if this theory is correct, it means that there was a calculated intent to cash in on this opportunity by specific interests within the military-industrial complex. We are here today to flush out and rid our country of these corrupting forces. That is our mission, and you will bear that in mind.

CMC

George Sears surrendered his presidency in the aftermath of Shadow Moses. The official reason given did not of course include the development of Metal Gear REX and next-generation nuclear warheads. But even you will have heard rumors that he was forced to resign after the failed coverup cost him his influence in the political community.

CMC

This Metal Gear RAY is a prototype, designed to be operated by an onboard pilot. In its final form, RAY will be unmanned, driven by tele-existence and an autonomous control system. The importance of next-generation technology such as C4ISR and RMA in battle situations has been discussed time and again, but RAY is the first to deploy it so fully. With RAY's completion, the Marine Corps will lead the way for a new age of military tactics.

*If additional time is added to the time limit

CMC

I'm on a roll here. Let's go on a little bit longer.

CMC

We will proceed out of New York Harbor and conduct top-secret field testing of RAY. Shadow Moses has turned public opinion against weapons development, and this training needs to stay covert. We cannot risk jeopardizing the program on the eve of its completion. The disguised oil tanker is a part of our cover. RAY is well worth all these precautions. Trust me.

CMC

It is an undeniable fact that there is a force at work in our government (the Patriots), and within the military, seeking to control national affairs to suit its own interests. Metal Gear RAY bears the burden of confronting this party, thwarting their plans and guiding this nation back to its original path. This exercise is but a first step towards that goal, the future of the country rests with you tonight.

CMC

The brain drain of nuclear specialists and the black market trade in weapons-grade plutonium has been fueling a cottage industry in nuclear weapons since late last century. Add Metal Gear to the mix, and the result is the renewed proliferation you see the world over. We once lived in the shadow of the doomsday machine. This Metal Gear RAY can bring other Metal Gears under control—and ensure that we never know that fear again. And we the Marines, will be the guardians of this peace.

CMC

This new model of Metal Gear is codenamed RAY after the great Manta Ray. Our RAY has a sting that nature never gave the Manta. With this latest Metal Gear, we can rule the sea and land as we never have before.

CMC

The proliferation and development of Metal Gear technology are about to render agreements like the NPT and START obsolete. There are also forces at work trying to exploit this disturbing trend to further their own power and influence. The human race is about to slide back into the endless arms race of that last century, and we cannot afford to play that Russian Roulette again. The Metal Gear RAY you see is here to prevent that possibility.

CMC

We the Marines will lead the charge into a new world order with Metal Gear RAY.

CMC

That is all. Dismissed!

41.12
TUNE

SECTION 3

Start of Plant Chapter

– Meeting with Stillman

プラント編開始～スティルマン接触

MEPOR 21

Opening Infiltration 1

3D Cutscene 1

((MC) Verrazzano Bridge)

April 29, 2009 (The exact year is not revealed in the game, just the date.)

The sky is a deep, cloudless blue. Two Navy Sikorsky HH-60H helicopters whizz under the Verrazzano Bridge, their dark gray bodies lit by the glare reflecting off the water's surface. The bridge has been closed off, and military and police personnel have taken up positions on it. The scattering of bright points of light over the harbor area reveals the scope of the security forces at work keeping an eye on the plant. From the bridge railing, police officers follow the path of the choppers through their binoculars.

Big Shell is explained during this sequence.

A simple audio briefing consisting of the Colonel's voiceover starts.

COLONEL

Snake, do you remember the sinking of that tanker two years ago?

RAIDEN

Of course.

COLONEL

Terrorists blow a hole in an oil tanker full of crude, barely 20 miles off the shore of Manhattan -- your classic nightmare. It didn't take long for the government to put an oil fence around the whole mess. And then that massive offshore cleanup facility went up inside.

RAIDEN

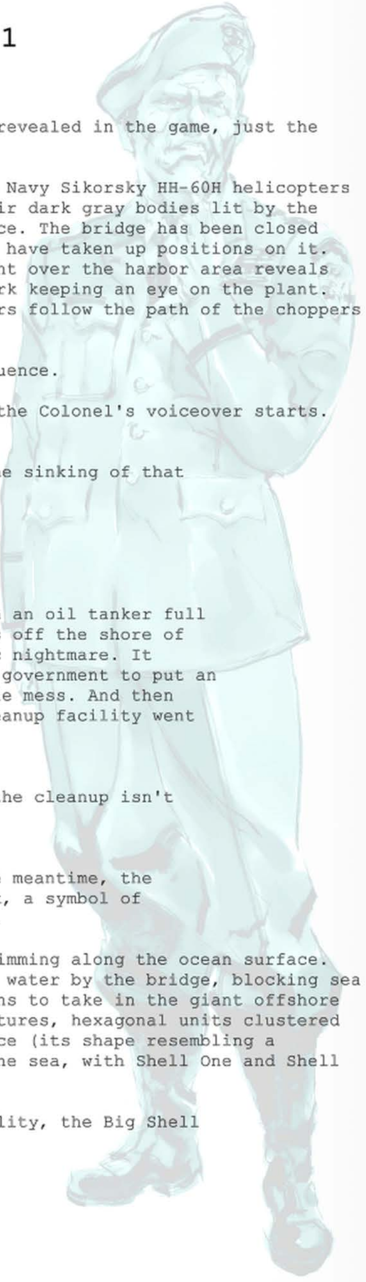
The "Big Shell." I hear the cleanup isn't quite over yet.

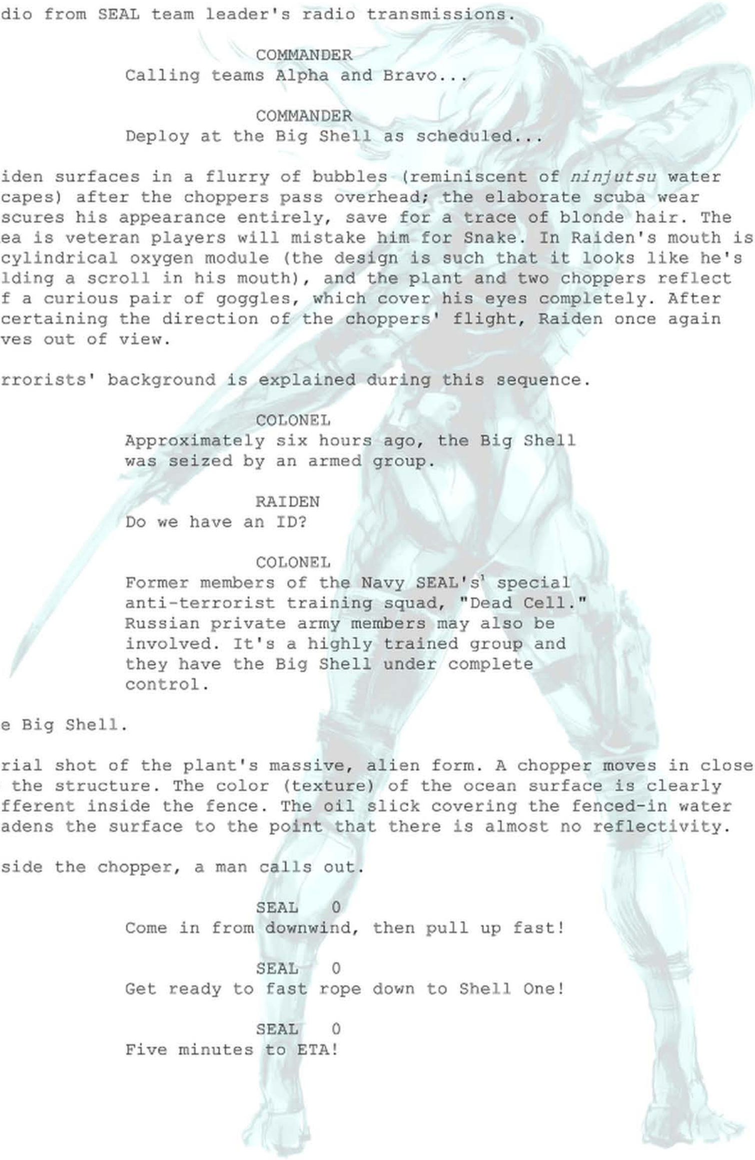
COLONEL

It takes time. But in the meantime, the Shell's become a landmark, a symbol of environmental protection.

The choppers are flying low, almost skimming along the ocean surface. Military and police vessels bob on the water by the bridge, blocking sea traffic into the harbor. The camera pans to take in the giant offshore plant. The plant consists of two structures, hexagonal units clustered on a north-south axis. An oval oil fence (its shape resembling a tortoise shell) surrounds a patch of the sea, with Shell One and Shell Two at the center.

Caption: Offshore decontamination facility, the Big Shell





As seen from a helicopter, the structure lies on the ocean's surface like a giant tortoise shell, or to the more fanciful viewer, a hex-shaped area straight out of a simulation game.

Audio from SEAL team leader's radio transmissions.

COMMANDER
Calling teams Alpha and Bravo...

COMMANDER
Deploy at the Big Shell as scheduled...

Raiden surfaces in a flurry of bubbles (reminiscent of *ninjutsu* water escapes) after the choppers pass overhead; the elaborate scuba wear obscures his appearance entirely, save for a trace of blonde hair. The idea is veteran players will mistake him for Snake. In Raiden's mouth is a cylindrical oxygen module (the design is such that it looks like he's holding a scroll in his mouth), and the plant and two choppers reflect off a curious pair of goggles, which cover his eyes completely. After ascertaining the direction of the choppers' flight, Raiden once again dives out of view.

Terrorists' background is explained during this sequence.

COLONEL
Approximately six hours ago, the Big Shell
was seized by an armed group.

RAIDEN
Do we have an ID?

COLONEL
Former members of the Navy SEAL's[1] special
anti-terrorist training squad, "Dead Cell."
Russian private army members may also be
involved. It's a highly trained group and
they have the Big Shell under complete
control.

The Big Shell.

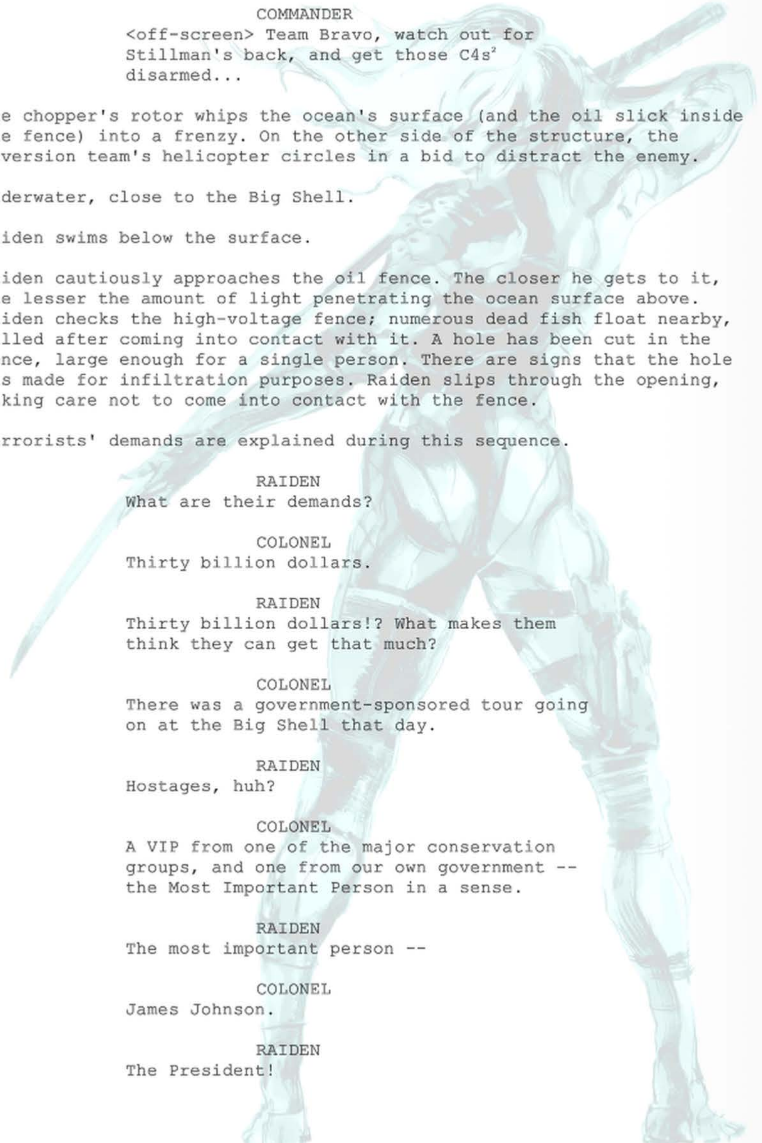
Aerial shot of the plant's massive, alien form. A chopper moves in close to the structure. The color (texture) of the ocean surface is clearly different inside the fence. The oil slick covering the fenced-in water deadens the surface to the point that there is almost no reflectivity.

Inside the chopper, a man calls out.

SEAL 0
Come in from downwind, then pull up fast!

SEAL 0
Get ready to fast rope down to Shell One!

SEAL 0
Five minutes to ETA!



COMMANDER
<off-screen> Alpha, your top priority is to rescue and safeguard the President!

COMMANDER
<off-screen> Team Bravo, watch out for Stillman's back, and get those C4s[2] disarmed...

The chopper's rotor whips the ocean's surface (and the oil slick inside the fence) into a frenzy. On the other side of the structure, the diversion team's helicopter circles in a bid to distract the enemy.

Underwater, close to the Big Shell.

Raiden swims below the surface.

Raiden cautiously approaches the oil fence. The closer he gets to it, the lesser the amount of light penetrating the ocean surface above. Raiden checks the high-voltage fence; numerous dead fish float nearby, killed after coming into contact with it. A hole has been cut in the fence, large enough for a single person. There are signs that the hole was made for infiltration purposes. Raiden slips through the opening, taking care not to come into contact with the fence.

Terrorists' demands are explained during this sequence.

RAIDEN
What are their demands?

COLONEL
Thirty billion dollars.

RAIDEN
Thirty billion dollars!? What makes them think they can get that much?

COLONEL
There was a government-sponsored tour going on at the Big Shell that day.

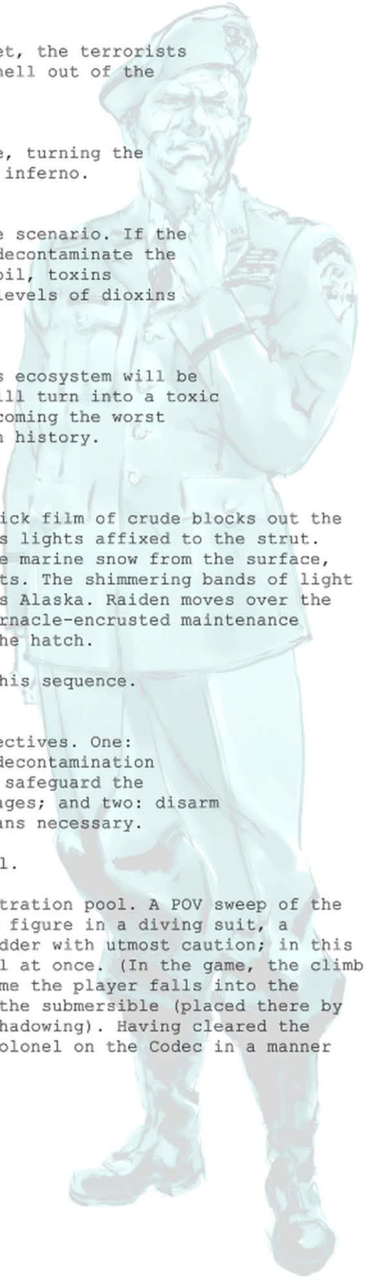
RAIDEN
Hostages, huh?

COLONEL
A VIP from one of the major conservation groups, and one from our own government -- the Most Important Person in a sense.

RAIDEN
The most important person --

COLONEL
James Johnson.

RAIDEN
The President!



COLONEL
Unless the demands are met, the terrorists intend to blow the Big Shell out of the water.

RAIDEN
And the crude will ignite, turning the Manhattan Harbor into an inferno.

COLONEL
That's not the worst-case scenario. If the chlorides being used to decontaminate the seawater go up with the oil, toxins containing catastrophic levels of dioxins will be released.

COLONEL
In other words, the bay's ecosystem will be wiped out, and the sea will turn into a toxic soup for centuries -- becoming the worst environmental disaster in history.

Bottom of Strut A, underwater.

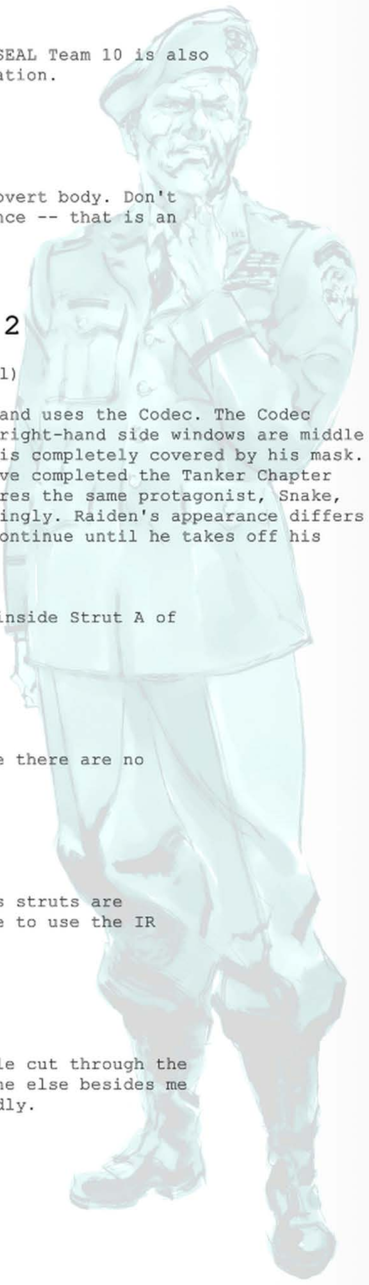
Raiden looks up at the surface; the thick film of crude blocks out the sun entirely. To the front are numerous lights affixed to the strut. Tiny white precipitates drift down like marine snow from the surface, brilliant in the beams of the spotlights. The shimmering bands of light and particles are reminiscent of MGS1's Alaska. Raiden moves over the ocean floor and locates the plant's barnacle-encrusted maintenance outlet. He climbs up the ladder into the hatch.

Raiden's mission is explained during this sequence.

COLONEL
You have two mission objectives. One: infiltrate the offshore decontamination facility "Big Shell" and safeguard the President and other hostages; and two: disarm the terrorists by any means necessary.

Bottom of Strut A, inside facility pool.

Raiden breaks the surface of the infiltration pool. A POV sweep of the water's surface reveals a glimpse of a figure in a diving suit, a possible enemy. Raiden moves up the ladder with utmost caution; in this cutscene, the climb is accomplished all at once. (In the game, the climb is accomplished interactively every time the player falls into the pool.) The C4 attached to the side of the submersible (placed there by Fatman) moves across the camera (foreshadowing). Having cleared the ladder, Raiden kneels and raises the Colonel on the Codec in a manner similar to MGS1.



COLONEL
You should know... that SEAL Team 10 is also conducting a rescue operation.

RAIDEN
Is this a joint effort?

COLONEL
No. FOXHOUND remains a covert body. Don't alert them to your presence -- that is an order.

Opening Infiltration 2

Codec Call 1

(mandatory outgoing call to the Colonel)

Raiden climbs up to the poolside area and uses the Codec. The Codec screen appears. In both the left- and right-hand side windows are middle polygon cranial models. Raiden's head is completely covered by his mask. In order to trick those players who have completed the Tanker Chapter into believing that this chapter features the same protagonist, Snake, the voice effects are modulated accordingly. Raiden's appearance differs from Snake's, but the deception will continue until he takes off his mask.

RAIDEN
This is Snake. I am now inside Strut A of Shell 1.

COLONEL
How are things?

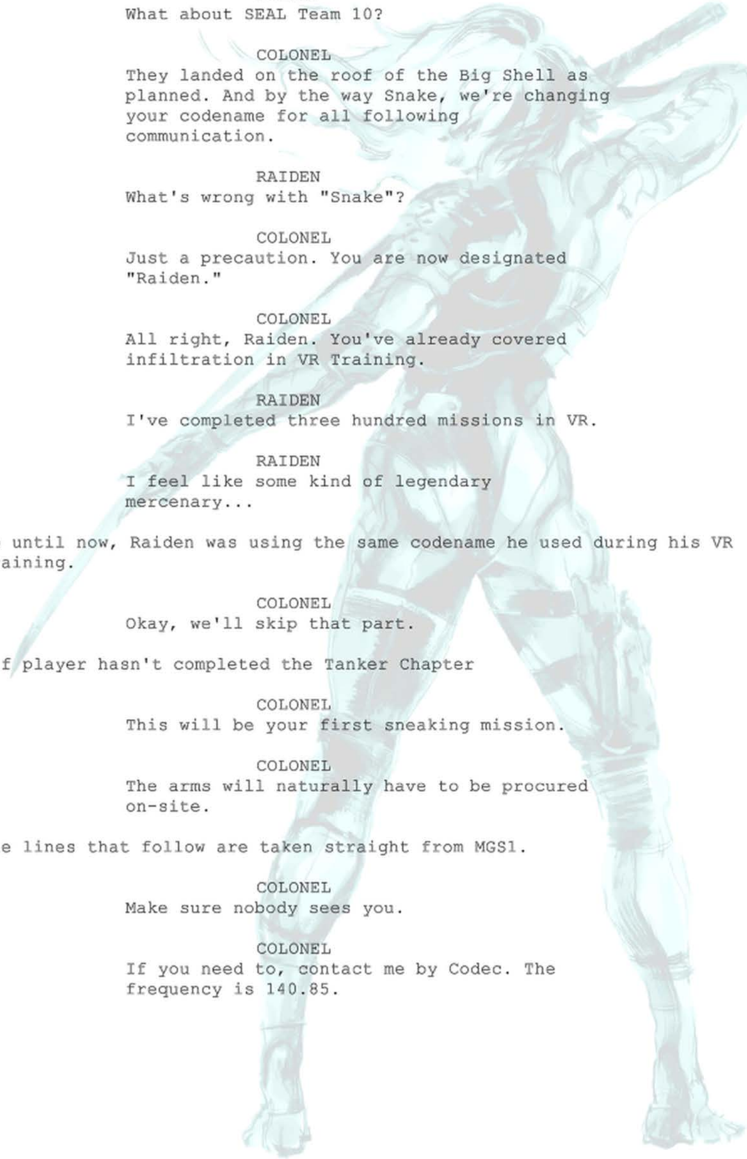
RAIDEN
We're in luck. Looks like there are no sentries posted here.

COLONEL
What's the visibility?

RAIDEN
The lights on the plant's struts are functioning. I won't have to use the IR goggles.

COLONEL
Any problems?

RAIDEN
There was a brand-new hole cut through the oil fence. There's someone else besides me that wanted to get in badly.



COLONEL
That's not possible.

RAIDEN
What about SEAL Team 10?

COLONEL
They landed on the roof of the Big Shell as planned. And by the way Snake, we're changing your codename for all following communication.

RAIDEN
What's wrong with "Snake"?

COLONEL
Just a precaution. You are now designated "Raiden."

COLONEL
All right, Raiden. You've already covered infiltration in VR Training.

RAIDEN
I've completed three hundred missions in VR.

RAIDEN
I feel like some kind of legendary mercenary...

Up until now, Raiden was using the same codename he used during his VR training.

COLONEL
Okay, we'll skip that part.

*If player hasn't completed the Tanker Chapter

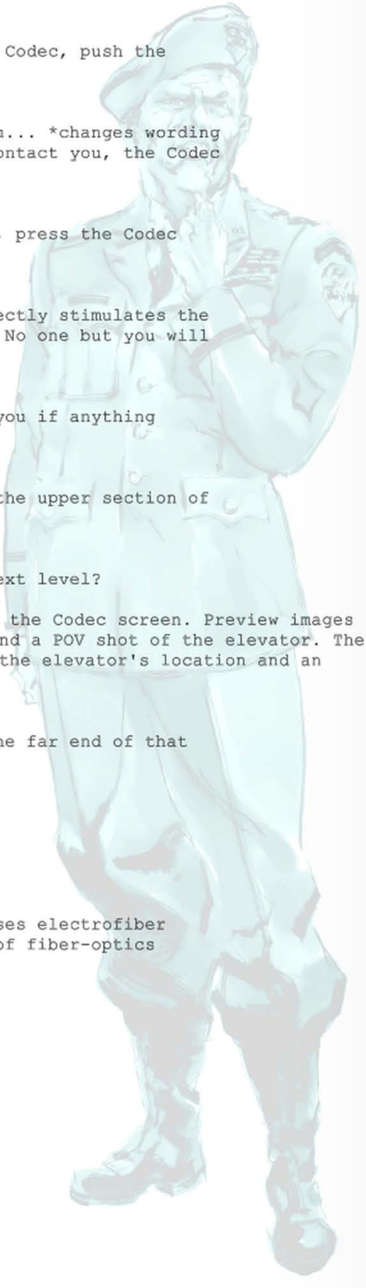
COLONEL
This will be your first sneaking mission.

COLONEL
The arms will naturally have to be procured on-site.

The lines that follow are taken straight from MGS1.

COLONEL
Make sure nobody sees you.

COLONEL
If you need to, contact me by Codec. The frequency is 140.85.



COLONEL
When you want to use the Codec, push the Codec Button.

COLONEL
When we need to reach you... *changes wording to match that in MGS1* contact you, the Codec will beep.

COLONEL
When you hear that noise, press the Codec Button.

COLONEL
The Codec's receiver directly stimulates the small bones of your ear. No one but you will be able to hear it.

RAIDEN
All right. I'll contact you if anything changes.

COLONEL
First, make your way to the upper section of the Big Shell.

RAIDEN
How do I get up to the next level?

A game clip of the elevator appears on the Codec screen. Preview images of Raiden looking up at the elevator and a POV shot of the elevator. The purpose of this video is to show both the elevator's location and an indication of its function.

COLONEL
There's an elevator at the far end of that area. Use that.

RAIDEN
Sounds good.

Video ends.

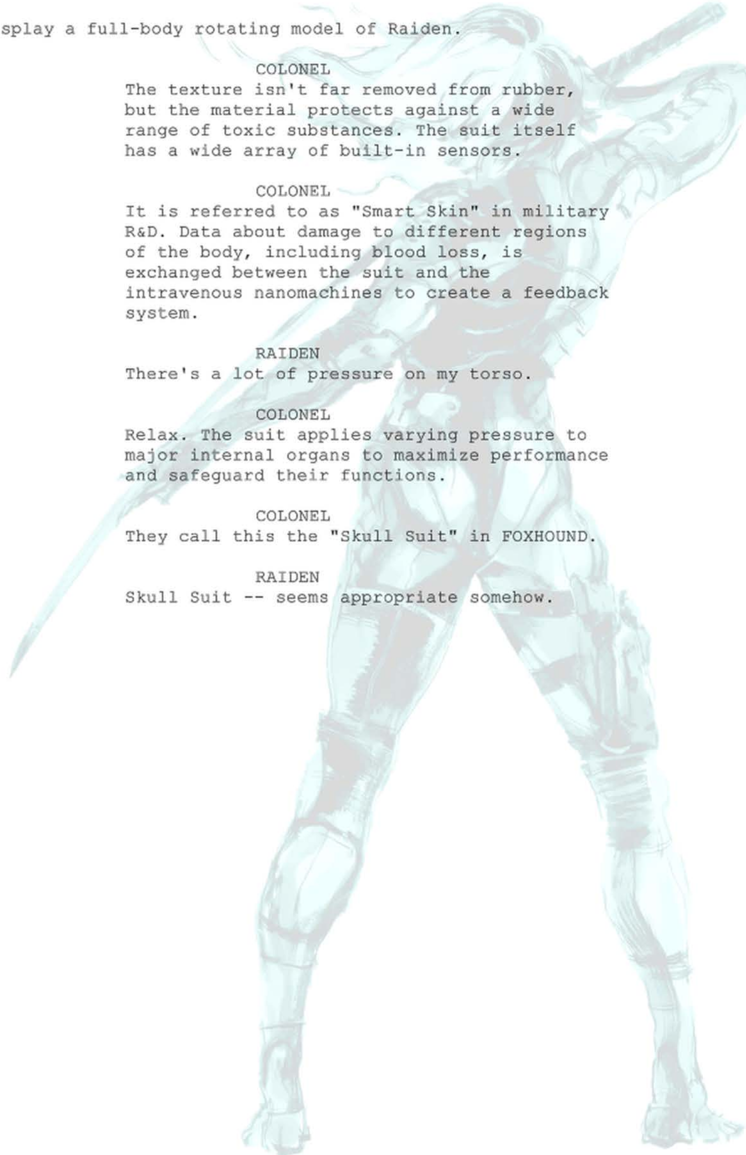
COLONEL
Your new Sneaking suit uses electrofiber technology, a byproduct of fiber-optics research.

Opening Infiltration 3

3D Cutscene 2

(NM Skull Suit)

Display a full-body rotating model of Raiden.



COLONEL
The texture isn't far removed from rubber, but the material protects against a wide range of toxic substances. The suit itself has a wide array of built-in sensors.

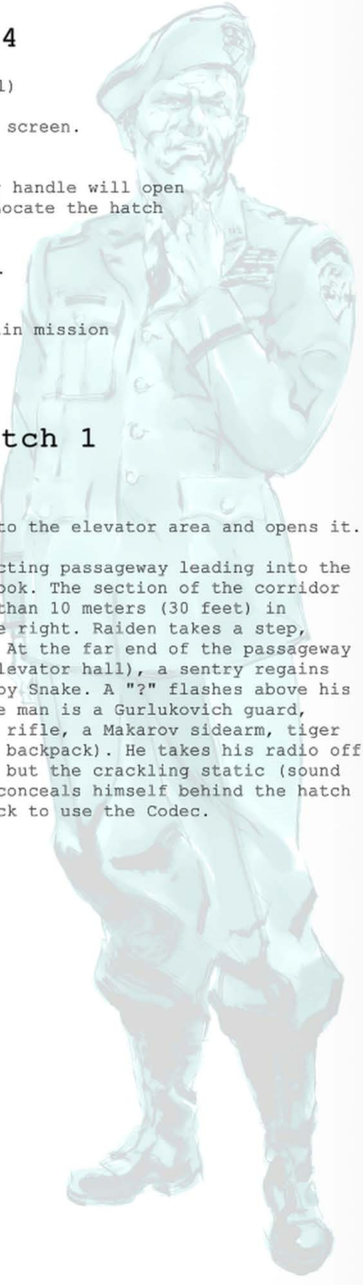
COLONEL
It is referred to as "Smart Skin" in military R&D. Data about damage to different regions of the body, including blood loss, is exchanged between the suit and the intravenous nanomachines to create a feedback system.

RAIDEN
There's a lot of pressure on my torso.

COLONEL
Relax. The suit applies varying pressure to major internal organs to maximize performance and safeguard their functions.

COLONEL
They call this the "Skull Suit" in FOXHOUND.

RAIDEN
Skull Suit -- seems appropriate somehow.



Opening Infiltration 4

Codec Call 2

(mandatory outgoing call to the Colonel)

A video of a door appears on the Codec screen.

COLONEL

The hatch with a circular handle will open into the elevator area. Locate the hatch first.

It shows a door with a circular handle.

RAIDEN

Copy that. Moving onto main mission objectives.

Bottom of Strut A, Hatch 1

In-Game Sequence 1

(bottom of Strut A, Pool)

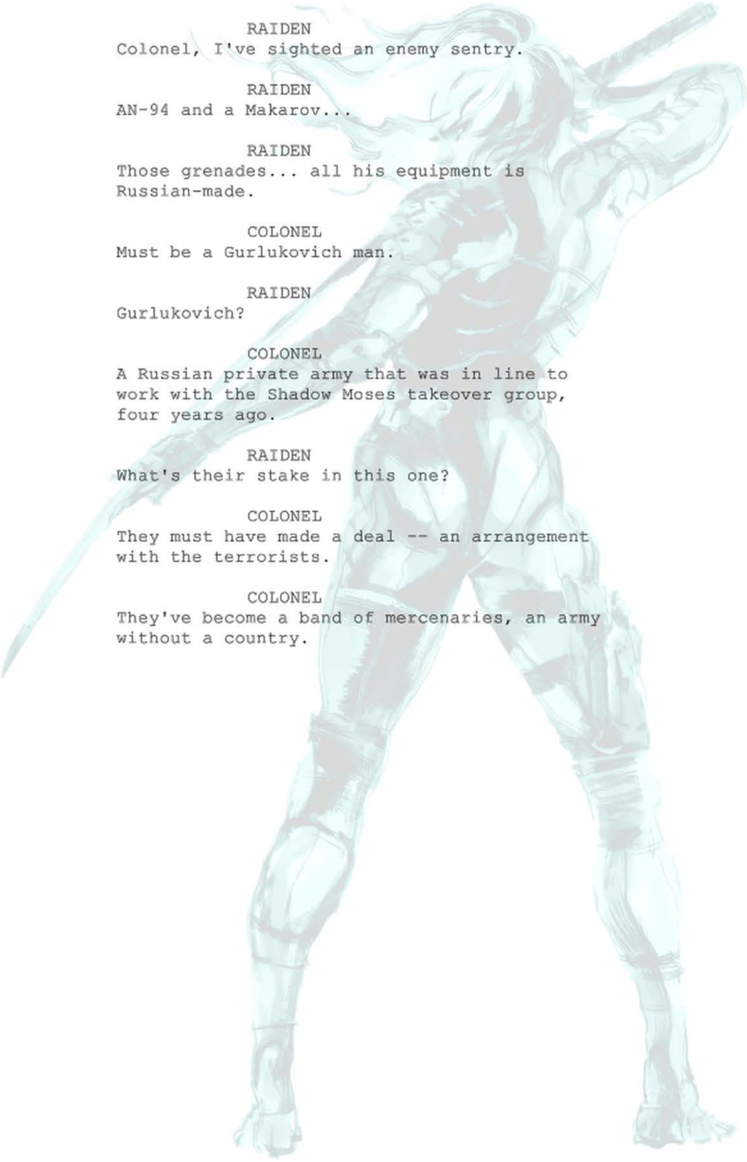
Raiden locates the watertight hatch into the elevator area and opens it.

On the other side is an L-shaped connecting passageway leading into the elevator hall. Raiden takes a closer look. The section of the corridor within his field of vision is no more than 10 meters (30 feet) in length, wih the rest turning off to the right. Raiden takes a step, then, sensing someone nearby, freezes. At the far end of the passageway (in front of the sliding door to the elevator hall), a sentry regains consciousness after being knocked out by Snake. A "?" flashes above his head to indicate his state of mind. The man is a Gurlukovich guard, outfitted with an Abakan AN-94 assault rifle, a Makarov sidearm, tiger stripe urban camo, and a balaclava (no backpack). He takes his radio off his hip and tries to reach the others, but the crackling static (sound effect) forces him to give up. Raiden conceals himself behind the hatch door and touches his fingers to his neck to use the Codec.

Bottom of Strut A, Hatch 2

Codec Call 1

(mandatory outgoing call to the Colonel)



RAIDEN
Colonel, I've sighted an enemy sentry.

RAIDEN
AN-94 and a Makarov...

RAIDEN
Those grenades... all his equipment is Russian-made.

COLONEL
Must be a Gurlukovich man.

RAIDEN
Gurlukovich?

COLONEL
A Russian private army that was in line to work with the Shadow Moses takeover group, four years ago.

RAIDEN
What's their stake in this one?

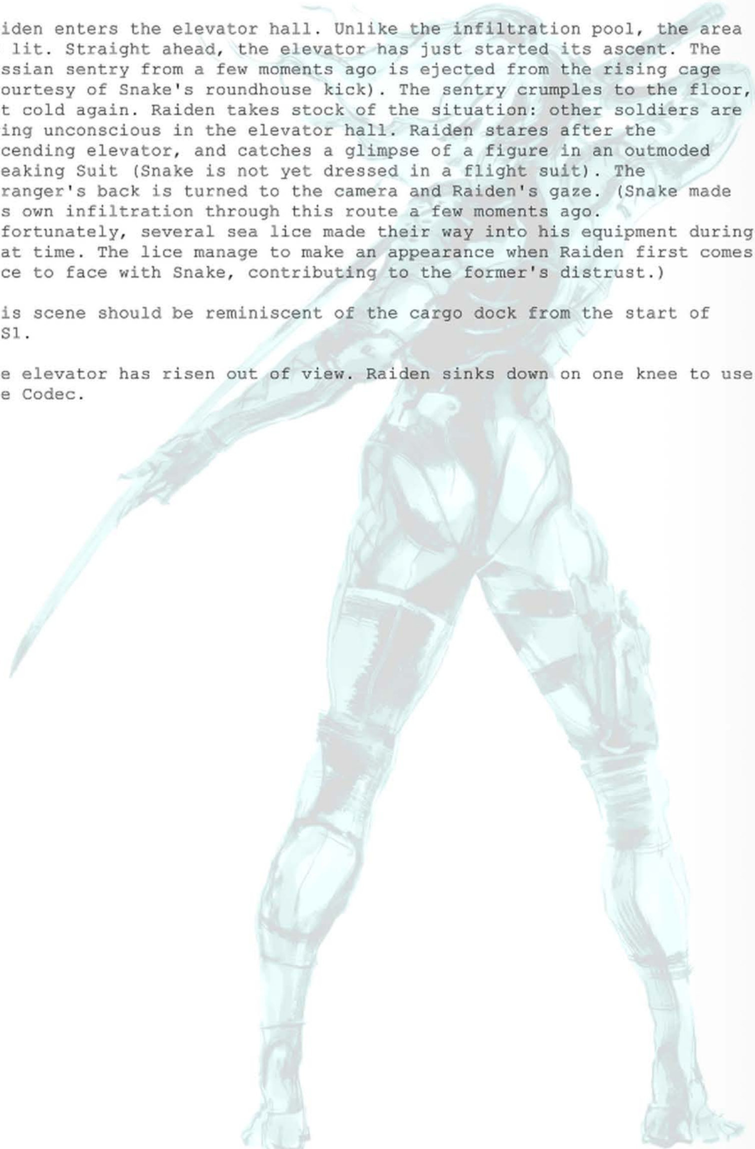
COLONEL
They must have made a deal -- an arrangement with the terrorists.

COLONEL
They've become a band of mercenaries, an army without a country.

Snake's Elevator Ascent 1

3D Cutscene 1

((MC) - Elevator Hall)



Raiden enters the elevator hall. Unlike the infiltration pool, the area is lit. Straight ahead, the elevator has just started its ascent. The Russian sentry from a few moments ago is ejected from the rising cage (courtesy of Snake's roundhouse kick). The sentry crumples to the floor, out cold again. Raiden takes stock of the situation: other soldiers are lying unconscious in the elevator hall. Raiden stares after the ascending elevator, and catches a glimpse of a figure in an outmoded Sneaking Suit (Snake is not yet dressed in a flight suit). The stranger's back is turned to the camera and Raiden's gaze. (Snake made his own infiltration through this route a few moments ago. Unfortunately, several sea lice made their way into his equipment during that time. The lice manage to make an appearance when Raiden first comes face to face with Snake, contributing to the former's distrust.)

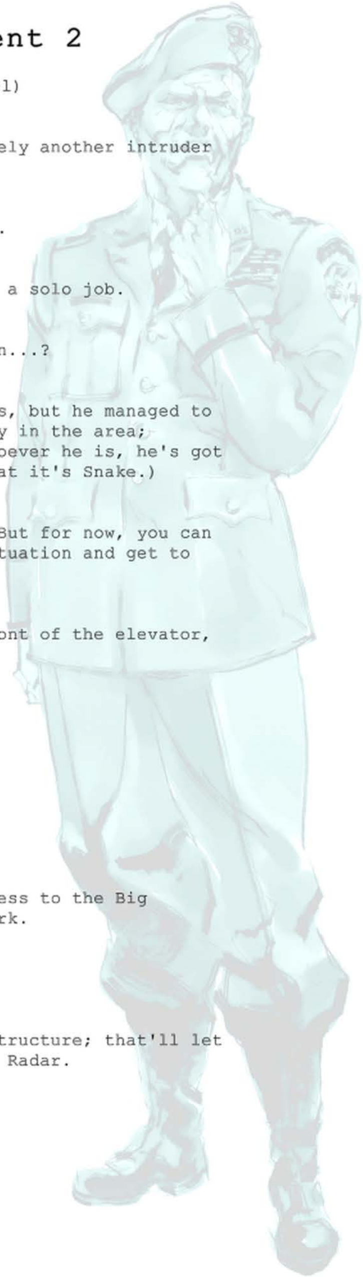
This scene should be reminiscent of the cargo dock from the start of MGS1.

The elevator has risen out of view. Raiden sinks down on one knee to use the Codec.

Snake's Elevator Ascent 2

Codec Call 1

(mandatory outgoing call to the Colonel)



RAIDEN
Colonel, there's definitely another intruder in here besides me.

COLONEL
That's not a possibility.

RAIDEN
Not a team -- looks like a solo job.

COLONEL
thinks a little One man...?

RAIDEN
We may not know who he is, but he managed to take care of every sentry in the area; they're all out cold. Whoever he is, he's got some skills. (Hinting that it's Snake.)

COLONEL
We need to get an ID... But for now, you can take advantage of the situation and get to work.

COLONEL
There's a terminal in front of the elevator, a node.

RAIDEN
Did you say "nerd"?

COLONEL
Not "nerd" -- "node."

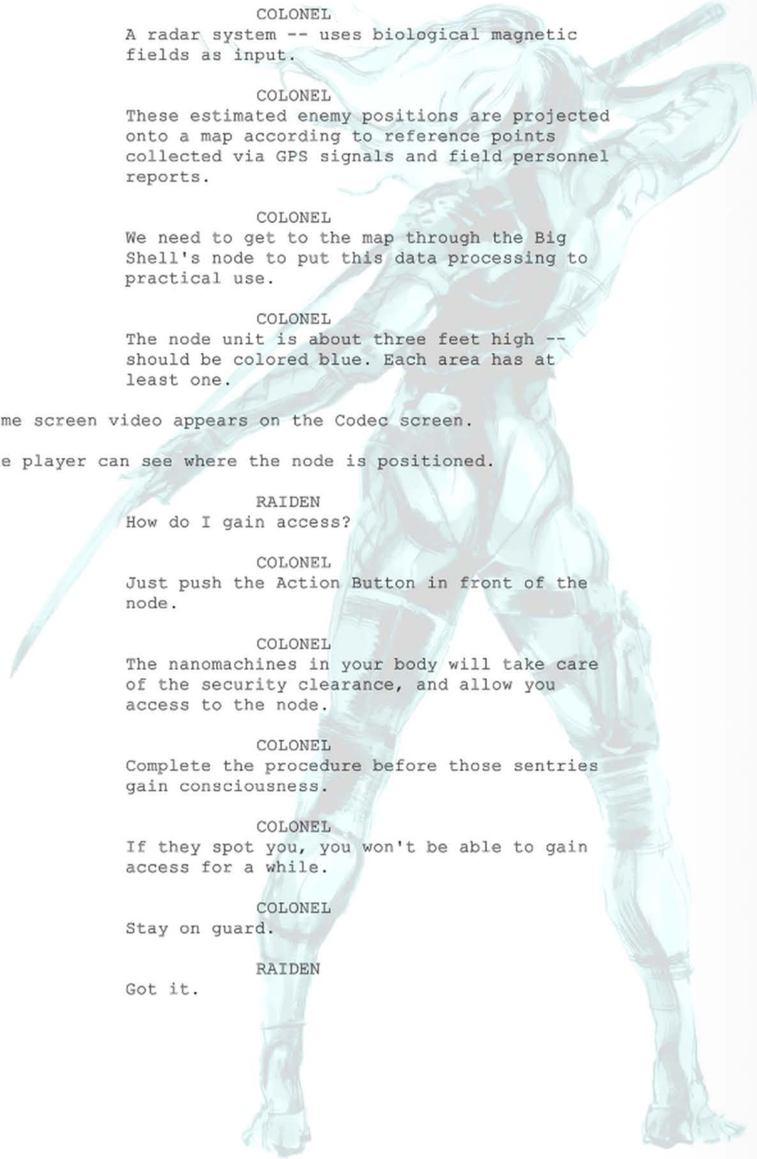
RAIDEN
Oh.

COLONEL
Use the node to gain access to the Big Shell's facilities network.

RAIDEN
Then what?

COLONEL
Pull up the map of the structure; that'll let you activate the Soliton Radar.

RAIDEN
The Soliton Radar?



RAIDEN
True, that radar came in useful during VR training.

COLONEL
A radar system -- uses biological magnetic fields as input.

COLONEL
These estimated enemy positions are projected onto a map according to reference points collected via GPS signals and field personnel reports.

COLONEL
We need to get to the map through the Big Shell's node to put this data processing to practical use.

COLONEL
The node unit is about three feet high -- should be colored blue. Each area has at least one.

Game screen video appears on the Codec screen.

The player can see where the node is positioned.

RAIDEN
How do I gain access?

COLONEL
Just push the Action Button in front of the node.

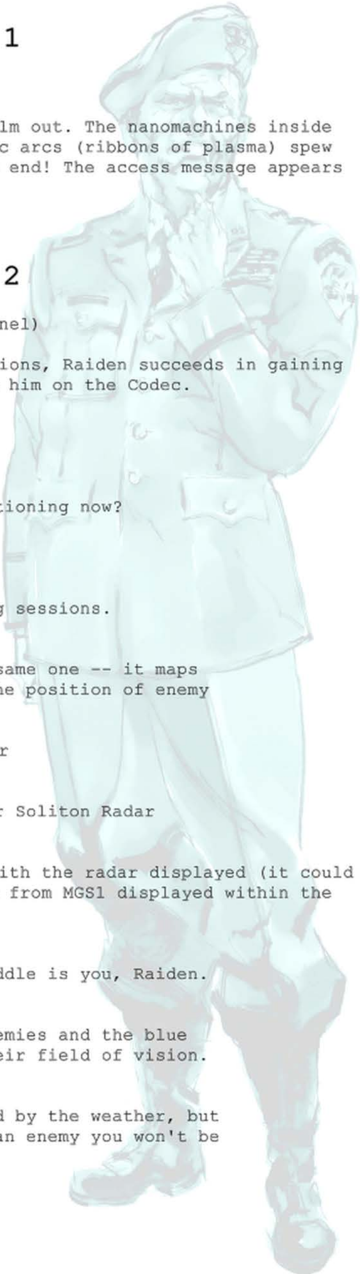
COLONEL
The nanomachines in your body will take care of the security clearance, and allow you access to the node.

COLONEL
Complete the procedure before those sentries gain consciousness.

COLONEL
If they spot you, you won't be able to gain access for a while.

COLONEL
Stay on guard.

RAIDEN
Got it.



First Access to Node 1

3D Cutscene 1

((MC) - near node)

Raiden spots the node and holds his palm out. The nanomachines inside his body begin to respond, and electric arcs (ribbons of plasma) spew out, causing Raiden's hair to stand on end! The access message appears on the node screen.

First Access to Node 2

Codec Call 1

(mandatory incoming call from the Colonel)

Having followed the Colonel's instructions, Raiden succeeds in gaining access to the node. The Colonel raises him on the Codec.

COLONEL

Good work, Raiden.

RAIDEN

The radar should be functioning now?

*If player has played Tanker Chapter

COLONEL

Remember your VR training sessions.

COLONEL

The tool is exactly the same one -- it maps the terrain as well as the position of enemy personnel.

*If player hasn't played Tanker Chapter

COLONEL

Let me explain about your Soliton Radar system.

The view changes to the game screen, with the radar displayed (it could also be video of the radar explanation from MGS1 displayed within the Codec screen). Game screen is shown.

COLONEL

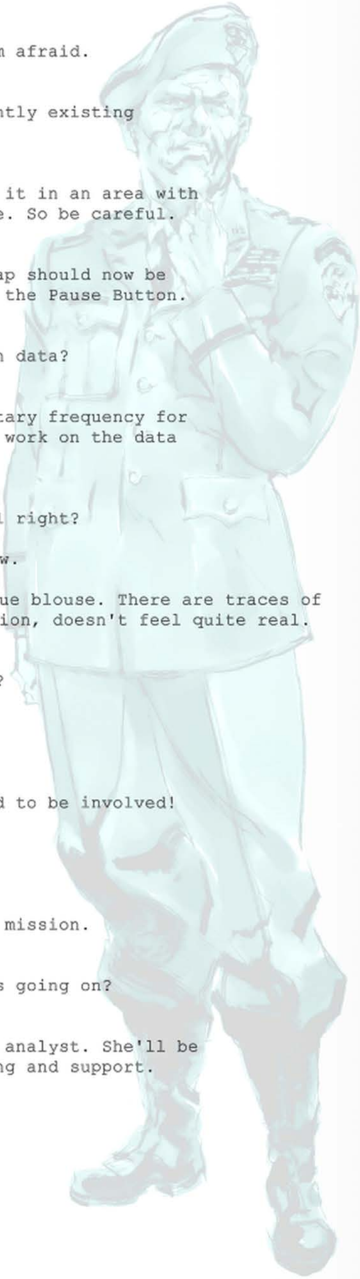
The bright dot in the middle is you, Raiden.

COLONEL

The red dots are your enemies and the blue cone shape represents their field of vision.

COLONEL

Your radar isn't affected by the weather, but if you're discovered by an enemy you won't be able to use it.



COLONEL
It gets jammed easily I'm afraid.

COLONEL
It's all made from currently existing technology.

COLONEL
You won't be able to use it in an area with strong harmonic resonance. So be careful.

COLONEL
The Big Shell's layout map should now be available after touching the Pause Button.

RAIDEN
How do I save the mission data?

COLONEL
I've set aside a proprietary frequency for saves. And an analyst to work on the data too.

ROSE
Jack -- is everything all right?

Rose replaces the Colonel in the window.

She wears a beige suit with a light blue blouse. There are traces of makeup. Her being here, in this situation, doesn't feel quite real.

RAIDEN
What are you doing here!?

ROSE
Jack, can you hear me?

RAIDEN
Rose! You're not supposed to be involved!

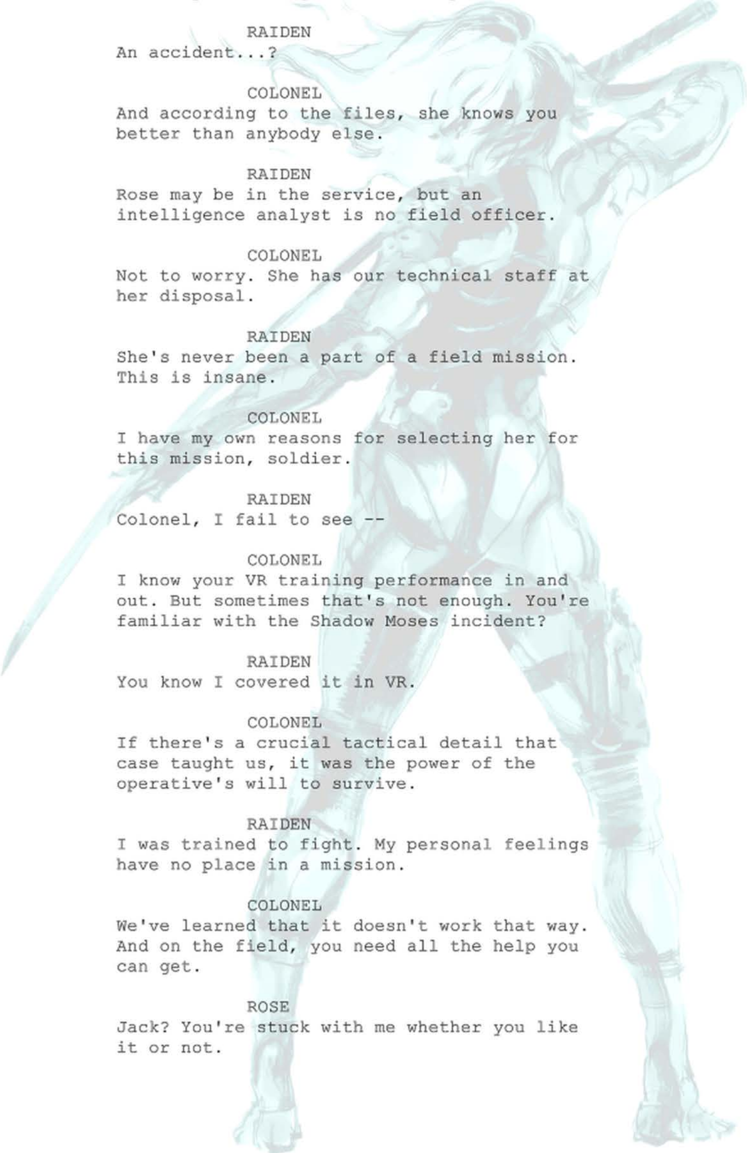
RAIDEN
What's going on!?

ROSE
Jack, I'm a part of this mission.

RAIDEN
Colonel, what the hell is going on?

COLONEL
Raiden, meet the mission analyst. She'll be overseeing the data saving and support.

RAIDEN
Why her?



COLONEL
The FOXHOUND analyst that was supposed to take part in this mission was in an accident. Rosemary was brought in as a replacement.

RAIDEN
An accident...?

COLONEL
And according to the files, she knows you better than anybody else.

RAIDEN
Rose may be in the service, but an intelligence analyst is no field officer.

COLONEL
Not to worry. She has our technical staff at her disposal.

RAIDEN
She's never been a part of a field mission. This is insane.

COLONEL
I have my own reasons for selecting her for this mission, soldier.

RAIDEN
Colonel, I fail to see --

COLONEL
I know your VR training performance in and out. But sometimes that's not enough. You're familiar with the Shadow Moses incident?

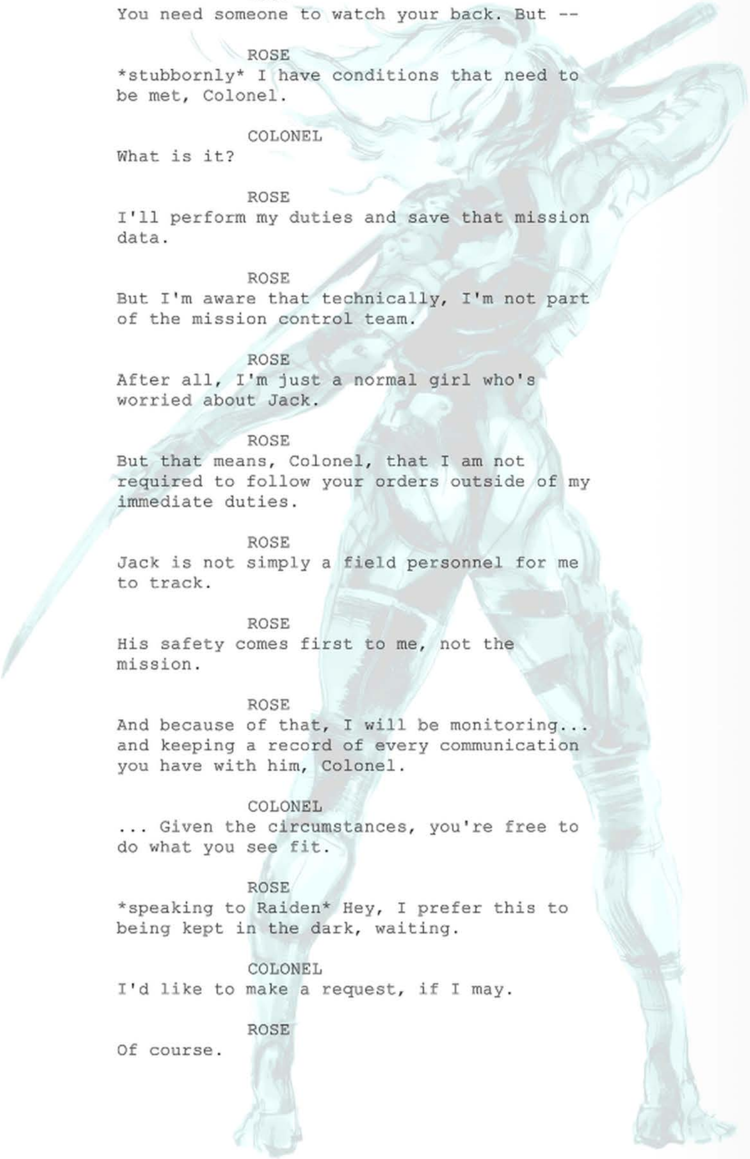
RAIDEN
You know I covered it in VR.

COLONEL
If there's a crucial tactical detail that case taught us, it was the power of the operative's will to survive.

RAIDEN
I was trained to fight. My personal feelings have no place in a mission.

COLONEL
We've learned that it doesn't work that way. And on the field, you need all the help you can get.

ROSE
Jack? You're stuck with me whether you like it or not.



RAIDEN
Rose...

ROSE
You need someone to watch your back. But --

ROSE
stubbornly I have conditions that need to be met, Colonel.

COLONEL
What is it?

ROSE
I'll perform my duties and save that mission data.

ROSE
But I'm aware that technically, I'm not part of the mission control team.

ROSE
After all, I'm just a normal girl who's worried about Jack.

ROSE
But that means, Colonel, that I am not required to follow your orders outside of my immediate duties.

ROSE
Jack is not simply a field personnel for me to track.

ROSE
His safety comes first to me, not the mission.

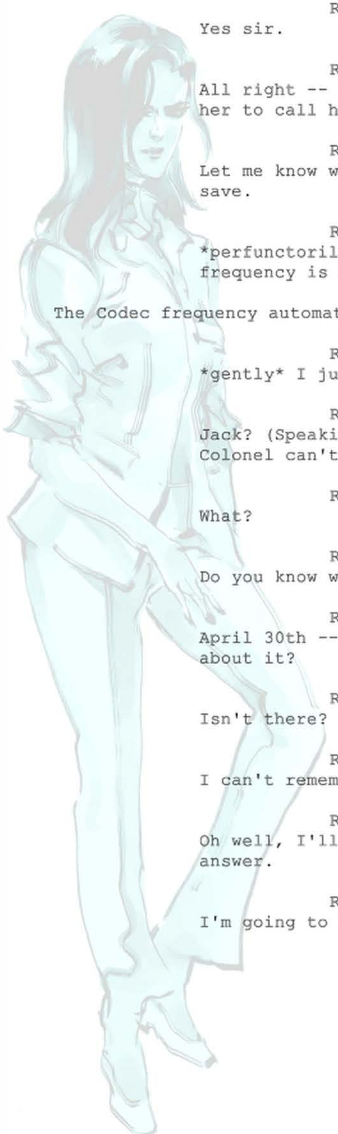
ROSE
And because of that, I will be monitoring... and keeping a record of every communication you have with him, Colonel.

COLONEL
... Given the circumstances, you're free to do what you see fit.

ROSE
speaking to Raiden Hey, I prefer this to being kept in the dark, waiting.

COLONEL
I'd like to make a request, if I may.

ROSE
Of course.



COLONEL
His handle is Raiden. For the duration of the mission, could you call him that?

ROSE
Yes sir.

ROSE
All right -- Raiden. (It's a little hard for her to call him this.)

ROSE
Let me know when you're ready to turn in a save.

ROSE
perfunctorily The proprietary save frequency is 140.96.

The Codec frequency automatically switches to 140.96.

ROSE
gently I just switched frequencies.

ROSE
Jack? (Speaking quietly, but thinks that the Colonel can't hear them.)

RAIDEN
What?

ROSE
Do you know what day it is tomorrow?

RAIDEN
April 30th -- is there something special about it?

ROSE
Isn't there?

RAIDEN
I can't remember. I'm sorry.

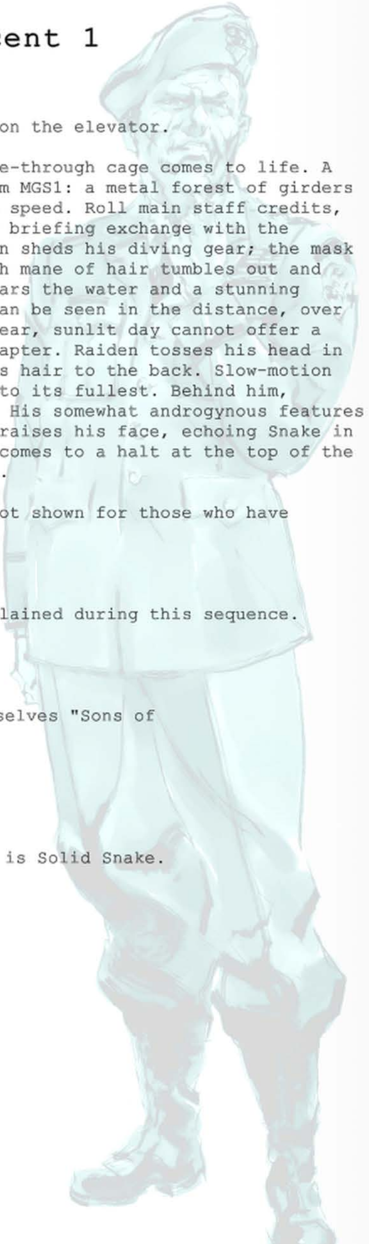
ROSE
Oh well, I'll keep trying 'til I hear the answer.

ROSE
I'm going to let you go now, Jack. Take care.

Raiden's Elevator Ascent 1

3D Cutscene 1

((MC) - bottom of Strut A, Elevator)



Raiden slips past the guards and gets on the elevator.

Raiden enters the elevator, and the see-through cage comes to life. A sequence of cuts that mirror those from MGS1: a metal forest of girders and supports falls out of view at high speed. Roll main staff credits, again in a manner similar to MGS1. The briefing exchange with the Colonel runs over this sequence. Raiden sheds his diving gear; the mask obscuring his face comes off. A longish mane of hair tumbles out and hides his face again. The elevator clears the water and a stunning panorama comes into focus. Manhattan can be seen in the distance, over an expanse of shimmering water. The clear, sunlit day cannot offer a more radical contrast to the Tanker Chapter. Raiden tosses his head in an almost feminine gesture to swing his hair to the back. Slow-motion and using the hair physics simulation to its fullest. Behind him, seagulls wheel with unforced elegance. His somewhat androgynous features visible to the camera at last, Raiden raises his face, echoing Snake in the title scene of MGS1. The elevator comes to a halt at the top of the offshore plant. Display title ("MGS2").

Editor's Note: Title and credits are not shown for those who have already played the Tanker Chapter.

"METAL GEAR SOLID 2"

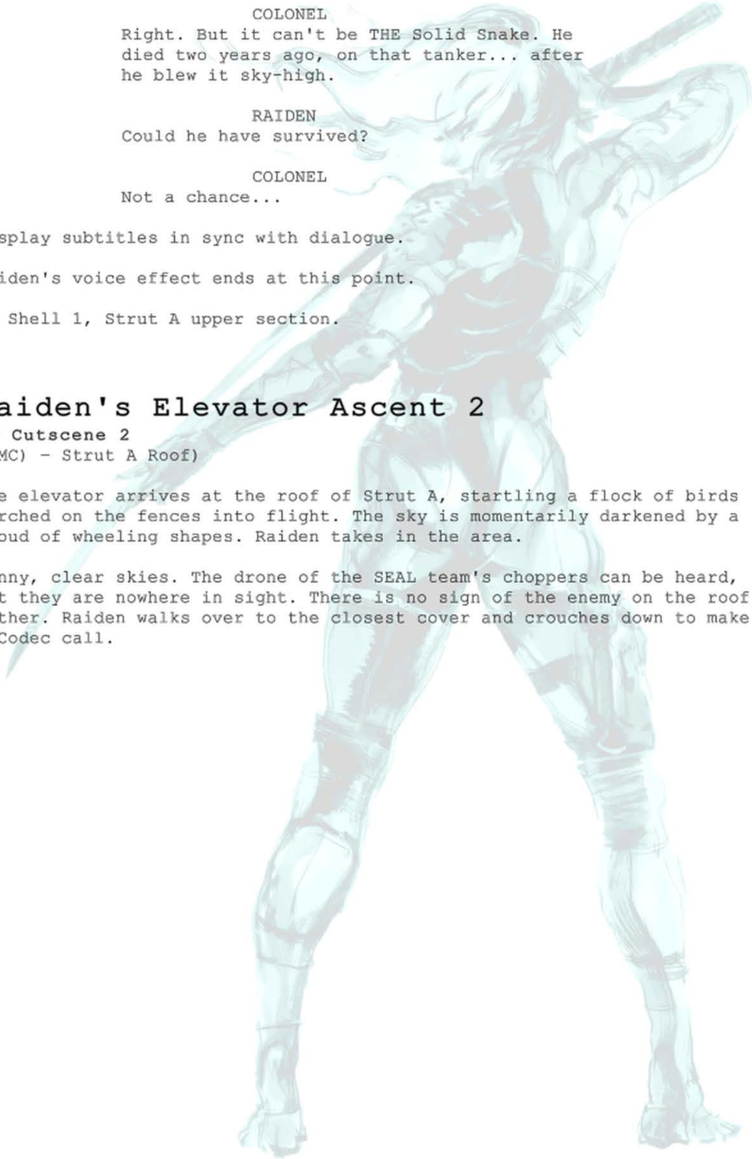
The name of the terrorist group is explained during this sequence.

"SONS OF LIBERTY"

COLONEL
The terrorists call themselves "Sons of Liberty."

RAIDEN
Sons of Liberty?

COLONEL
The name of their leader is Solid Snake.



RAIDEN
The hero of Shadow Moses!? So that's why you changed my code name.

COLONEL
Right. But it can't be THE Solid Snake. He died two years ago, on that tanker... after he blew it sky-high.

RAIDEN
Could he have survived?

COLONEL
Not a chance...

Display subtitles in sync with dialogue.

Raiden's voice effect ends at this point.

To Shell 1, Strut A upper section.

Raiden's Elevator Ascent 2

3D Cutscene 2

((MC) - Strut A Roof)

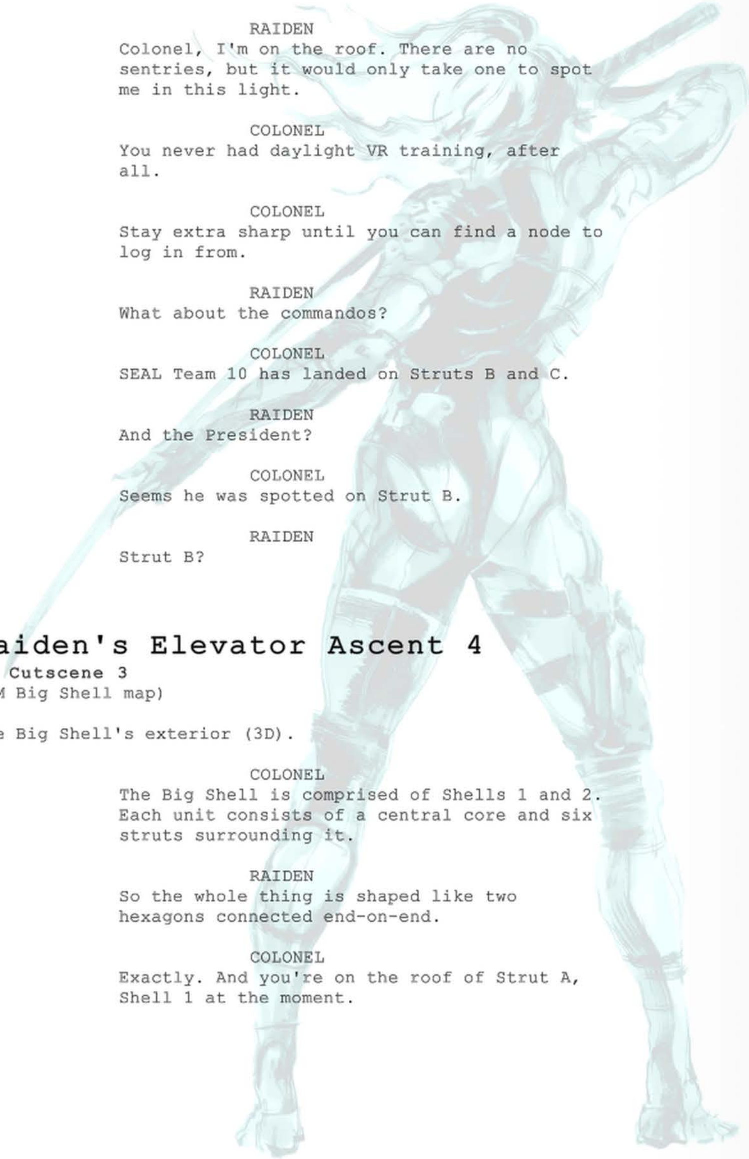
The elevator arrives at the roof of Strut A, startling a flock of birds perched on the fences into flight. The sky is momentarily darkened by a cloud of wheeling shapes. Raiden takes in the area.

Sunny, clear skies. The drone of the SEAL team's choppers can be heard, but they are nowhere in sight. There is no sign of the enemy on the roof either. Raiden walks over to the closest cover and crouches down to make a Codec call.

Raiden's Elevator Ascent 3

Codec Call 1

(mandatory outgoing call to the Colonel)



RAIDEN
Colonel, I'm on the roof. There are no sentries, but it would only take one to spot me in this light.

COLONEL
You never had daylight VR training, after all.

COLONEL
Stay extra sharp until you can find a node to log in from.

RAIDEN
What about the commandos?

COLONEL
SEAL Team 10 has landed on Struts B and C.

RAIDEN
And the President?

COLONEL
Seems he was spotted on Strut B.

RAIDEN
Strut B?

Raiden's Elevator Ascent 4

3D Cutscene 3

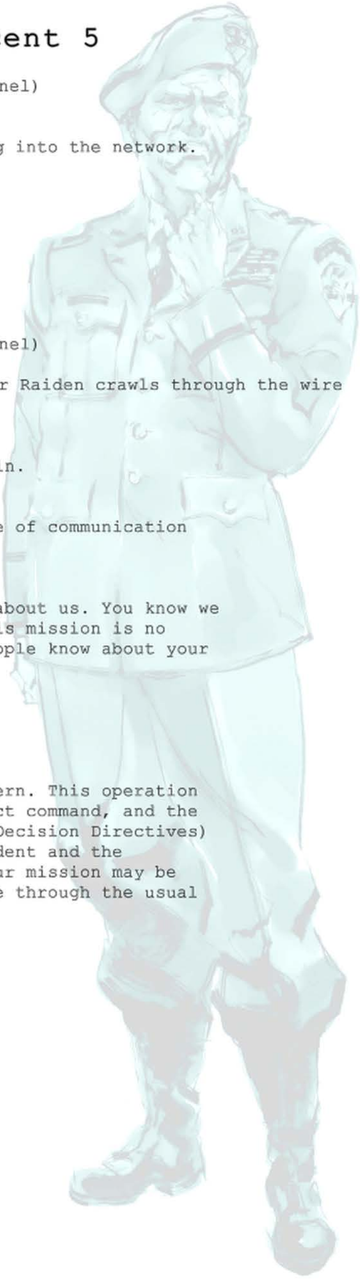
(NM Big Shell map)

The Big Shell's exterior (3D).

COLONEL
The Big Shell is comprised of Shells 1 and 2. Each unit consists of a central core and six struts surrounding it.

RAIDEN
So the whole thing is shaped like two hexagons connected end-on-end.

COLONEL
Exactly. And you're on the roof of Strut A, Shell 1 at the moment.



Raiden's Elevator Ascent 5

Codec Call 2

(mandatory incoming call from the Colonel)

COLONEL

First, get to a node. Log into the network.

RAIDEN

Got it.

Strut A Wire Fence 1

Codec Call 1

(mandatory incoming call from the Colonel)

A mandatory call from the Colonel after Raiden crawls through the wire fence on Strut A.

COLONEL

Raiden, SEAL Team 10 is in.

RAIDEN

Do we really have no line of communication with the SEALs?

COLONEL

They don't know a thing about us. You know we work in the dark, and this mission is no exception. Only a few people know about your presence here.

RAIDEN

...

COLONEL

There's no need for concern. This operation is under Pentagon's direct command, and the NSDD (National Security Decision Directives) came from the Vice President and the Secretary of Defense. Your mission may be top-secret, but it's gone through the usual channels.

Strut A In Front of Node 1

Codec Call 1

(mandatory outgoing call to the Colonel)

Raiden gets to the node, but enemy security is too tight. He raises the Colonel on the Codec.

RAIDEN

Colonel, I've located the node, but it's under heavy surveillance. I can't get in any closer.

COLONEL

Distract them. Try making some noise to draw their attention away.

RAIDEN

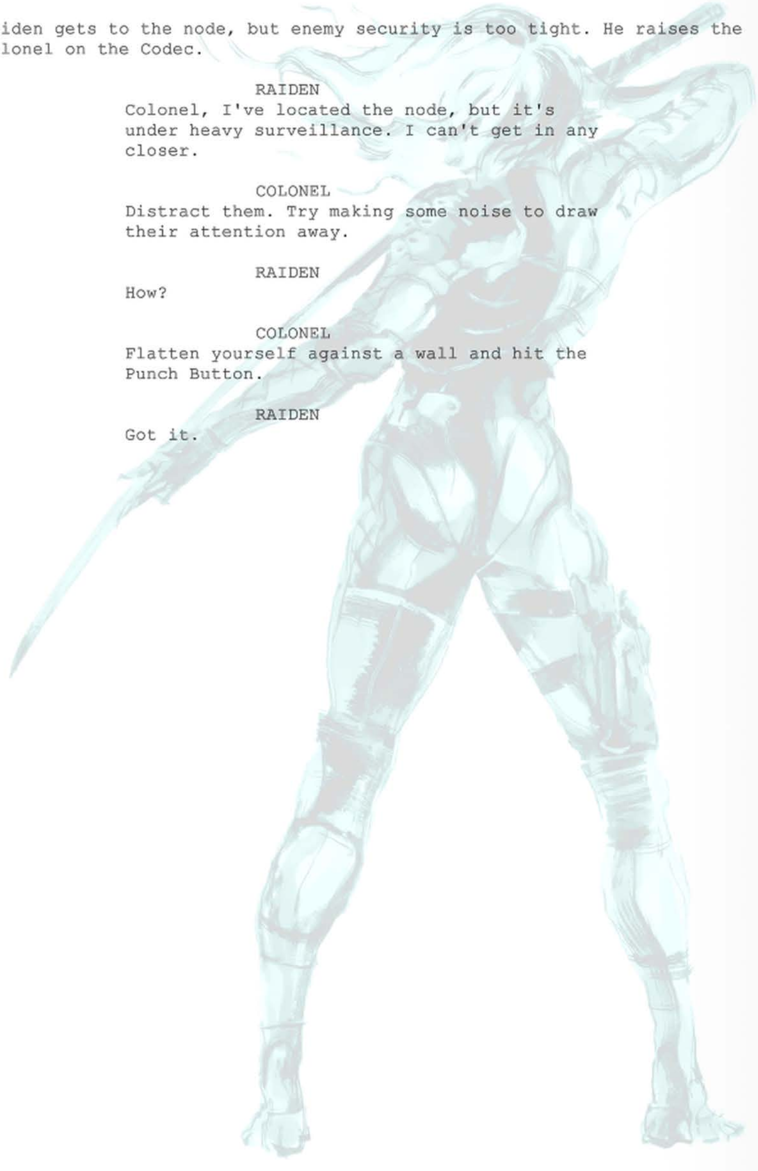
How?

COLONEL

Flatten yourself against a wall and hit the Punch Button.

RAIDEN

Got it.



AB Connecting Bridge 1

Codec Call 1

(mandatory incoming call from the Colonel)

Raiden arrives at the bridge connecting Struts A and B. However, there are enemy sentries stationed in the middle of the bridge. The Colonel calls in at that moment.

COLONEL
Raiden, watch out. There are sentries posted on the connecting bridge. They will spot you if you continue on course.

RAIDEN
Any recommendations?

COLONEL
Use the Hanging mode.

RAIDEN
Hanging?

Video of the hanging action appears on the Codec screen, demonstrating the move.

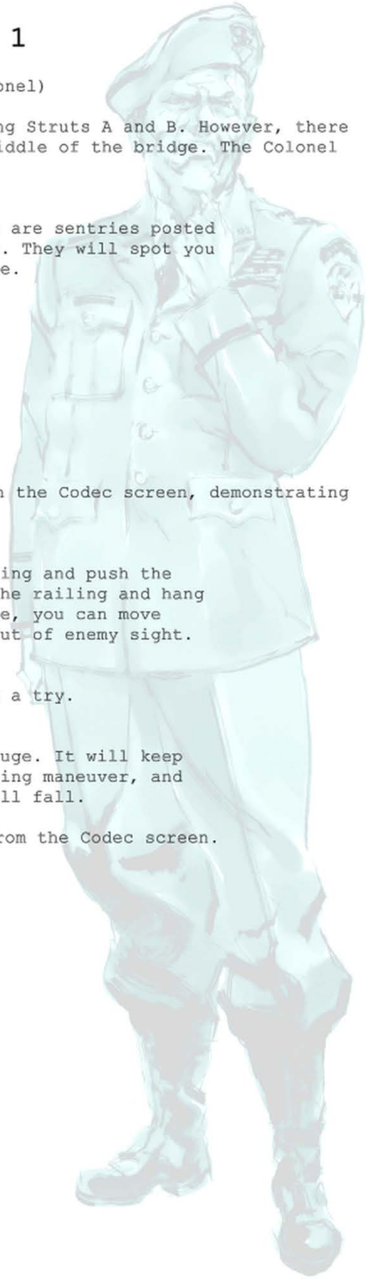
COLONEL
Face any waist-high railing and push the Action Button to clear the railing and hang over the side. Once there, you can move sideways while keeping out of enemy sight.

RAIDEN
All right, I'm giving it a try.

COLONEL
Don't forget the Grip Gauge. It will keep decreasing during a Hanging maneuver, and once it runs out, you will fall.

The hanging action video disappears from the Codec screen.

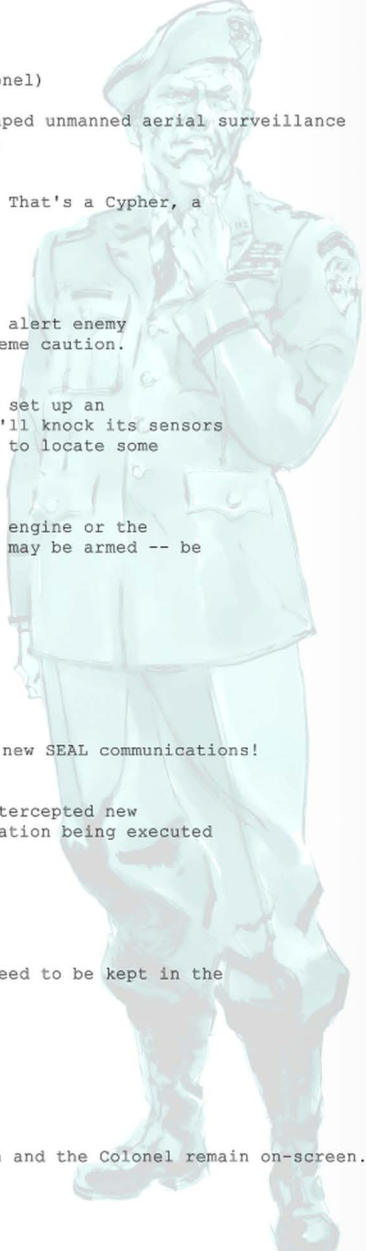
-->To convergence point



Cypher Encounter 1

Codec Call 1

(mandatory incoming call from the Colonel)



Raiden encounters a Cypher (a disc-shaped unmanned aerial surveillance craft). The Colonel calls to warn him.

COLONEL
Raiden, watch your back! That's a Cypher, a type of UAV!

This Gun Cypher is a new model.

COLONEL
If it spots you, it will alert enemy personnel. Exercise extreme caution.

COLONEL
But you can use chaff to set up an interference field. That'll knock its sensors offline for a while. Try to locate some chaff.

COLONEL
You can also destroy the engine or the camera. Some of the UAVs may be armed -- be careful.

-->To convergence point

(Convergence Point)

RAIDEN
Copy that.

At this point, the Colonel intercepts new SEAL communications!

COLONEL
Wait a second, I just intercepted new intelligence on the operation being executed by SEAL Team 10.

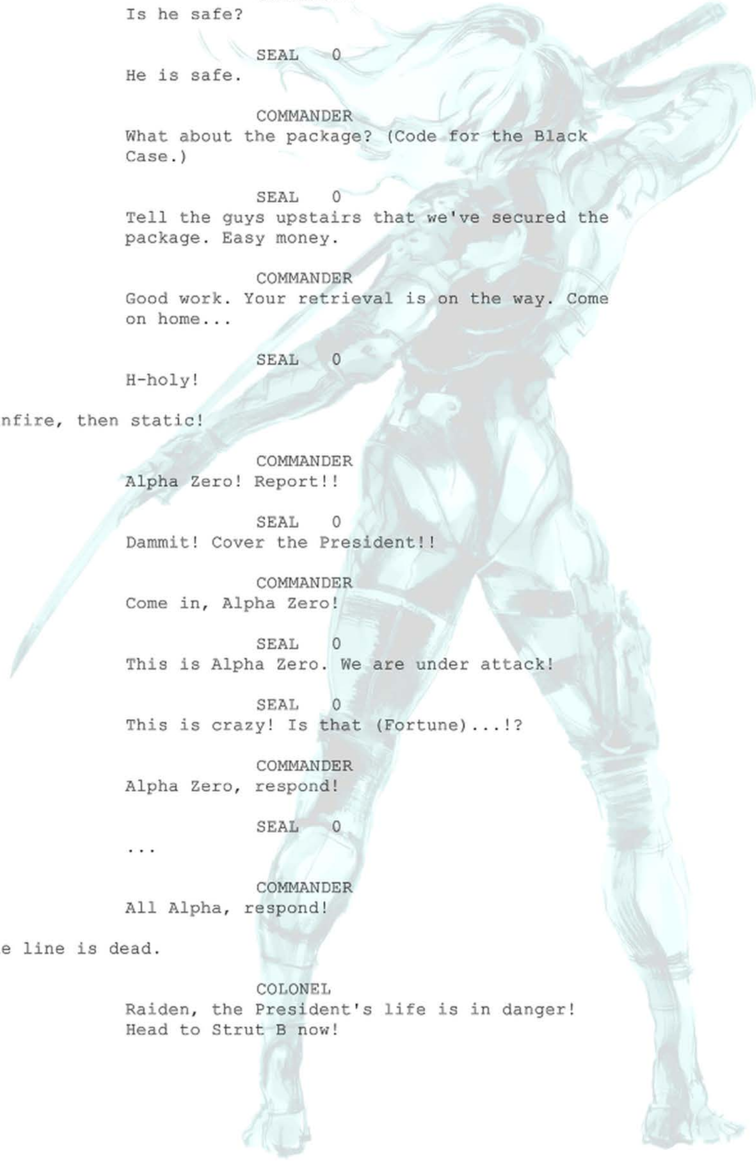
RAIDEN
Intercepted?

COLONEL
As I said before, they need to be kept in the dark about our presence.

RAIDEN
So we just listen in...

COLONEL
I'm patching it through.

The SEALs' faces are not shown. Raiden and the Colonel remain on-screen.



SEAL 0
This is Alpha Zero. We have the President.

COMMANDER
Is he safe?

SEAL 0
He is safe.

COMMANDER
What about the package? (Code for the Black Case.)

SEAL 0
Tell the guys upstairs that we've secured the package. Easy money.

COMMANDER
Good work. Your retrieval is on the way. Come on home...

SEAL 0
H-holy!

Gunfire, then static!

COMMANDER
Alpha Zero! Report!!

SEAL 0
Dammit! Cover the President!!

COMMANDER
Come in, Alpha Zero!

SEAL 0
This is Alpha Zero. We are under attack!

SEAL 0
This is crazy! Is that (Fortune)...!?

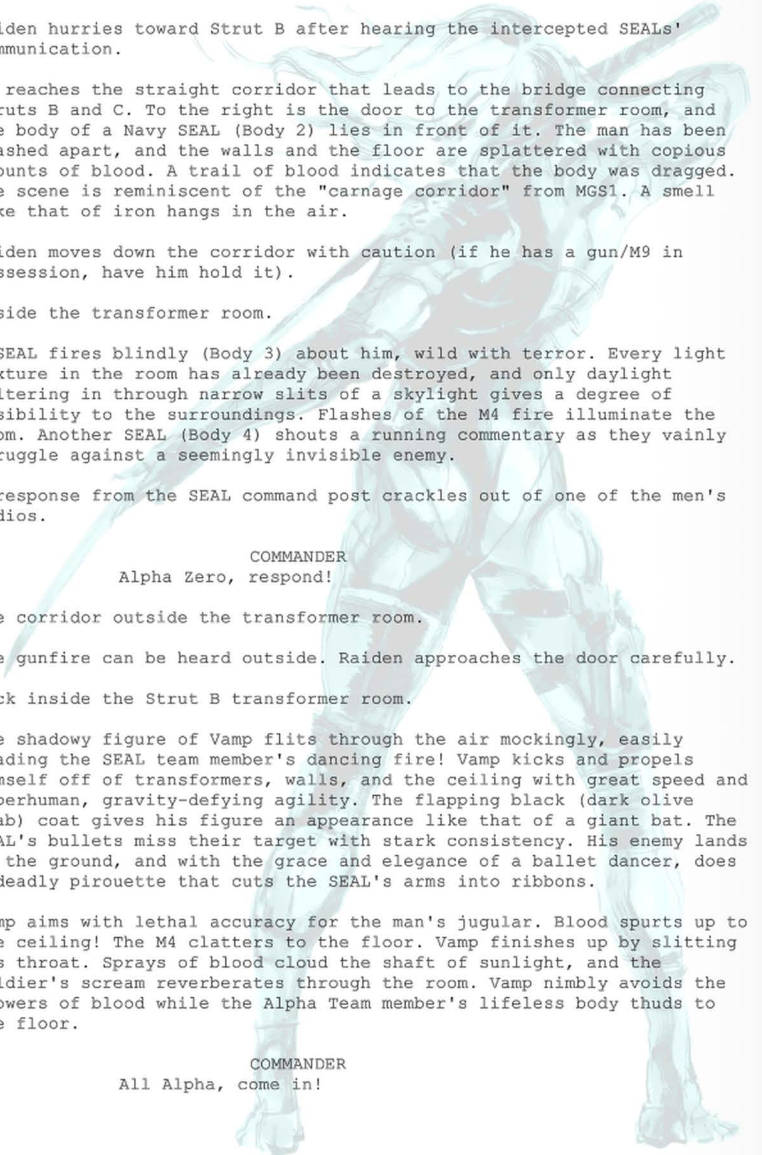
COMMANDER
Alpha Zero, respond!

SEAL 0
...

COMMANDER
All Alpha, respond!

The line is dead.

COLONEL
Raiden, the President's life is in danger!
Head to Strut B now!



Vamp Encounter 1

3D Cutscene 1

((MC) - BC Connecting Bridge Straight Corridor)

Raiden hurries toward Strut B after hearing the intercepted SEALs' communication.

He reaches the straight corridor that leads to the bridge connecting Struts B and C. To the right is the door to the transformer room, and the body of a Navy SEAL (Body 2) lies in front of it. The man has been slashed apart, and the walls and the floor are splattered with copious amounts of blood. A trail of blood indicates that the body was dragged. The scene is reminiscent of the "carnage corridor" from MGS1. A smell like that of iron hangs in the air.

Raiden moves down the corridor with caution (if he has a gun/M9 in possession, have him hold it).

Inside the transformer room.

A SEAL fires blindly (Body 3) about him, wild with terror. Every light fixture in the room has already been destroyed, and only daylight filtering in through narrow slits of a skylight gives a degree of visibility to the surroundings. Flashes of the M4 fire illuminate the room. Another SEAL (Body 4) shouts a running commentary as they vainly struggle against a seemingly invisible enemy.

A response from the SEAL command post crackles out of one of the men's radios.

COMMANDER
Alpha Zero, respond!

The corridor outside the transformer room.

The gunfire can be heard outside. Raiden approaches the door carefully.

Back inside the Strut B transformer room.

The shadowy figure of Vamp flits through the air mockingly, easily evading the SEAL team member's dancing fire! Vamp kicks and propels himself off of transformers, walls, and the ceiling with great speed and superhuman, gravity-defying agility. The flapping black (dark olive drab) coat gives his figure an appearance like that of a giant bat. The SEAL's bullets miss their target with stark consistency. His enemy lands on the ground, and with the grace and elegance of a ballet dancer, does a deadly pirouette that cuts the SEAL's arms into ribbons.

Vamp aims with lethal accuracy for the man's jugular. Blood spurts up to the ceiling! The M4 clatters to the floor. Vamp finishes up by slitting his throat. Sprays of blood cloud the shaft of sunlight, and the soldier's scream reverberates through the room. Vamp nimbly avoids the showers of blood while the Alpha Team member's lifeless body thuds to the floor.

COMMANDER
All Alpha, come in!

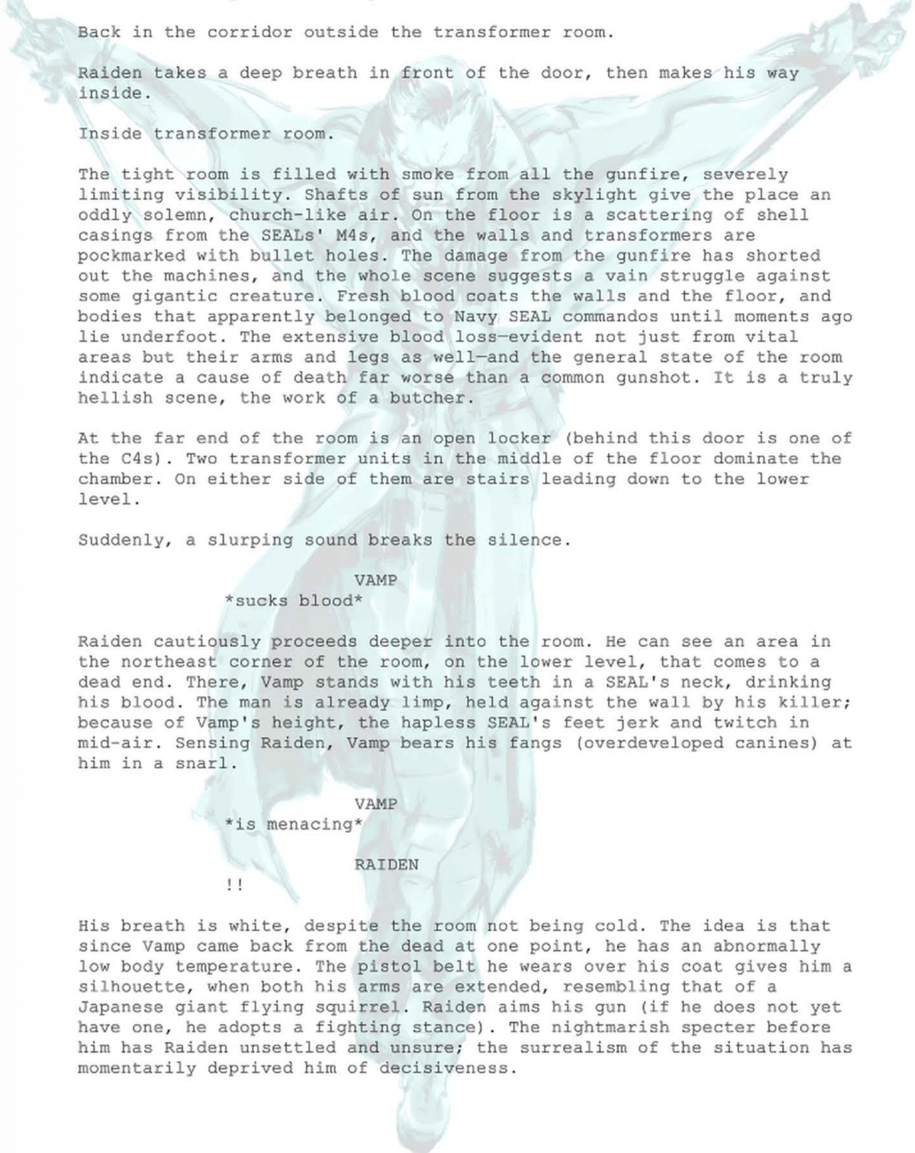
COMMANDER
What's going on? Alpha, respond!

There is nobody left to respond to the commander's call.

Back in the corridor outside the transformer room.

Raiden takes a deep breath in front of the door, then makes his way inside.

Inside transformer room.



The tight room is filled with smoke from all the gunfire, severely limiting visibility. Shafts of sun from the skylight give the place an oddly solemn, church-like air. On the floor is a scattering of shell casings from the SEALs' M4s, and the walls and transformers are pockmarked with bullet holes. The damage from the gunfire has shorted out the machines, and the whole scene suggests a vain struggle against some gigantic creature. Fresh blood coats the walls and the floor, and bodies that apparently belonged to Navy SEAL commandos until moments ago lie underfoot. The extensive blood loss—evident not just from vital areas but their arms and legs as well—and the general state of the room indicate a cause of death far worse than a common gunshot. It is a truly hellish scene, the work of a butcher.

At the far end of the room is an open locker (behind this door is one of the C4s). Two transformer units in the middle of the floor dominate the chamber. On either side of them are stairs leading down to the lower level.

Suddenly, a slurping sound breaks the silence.

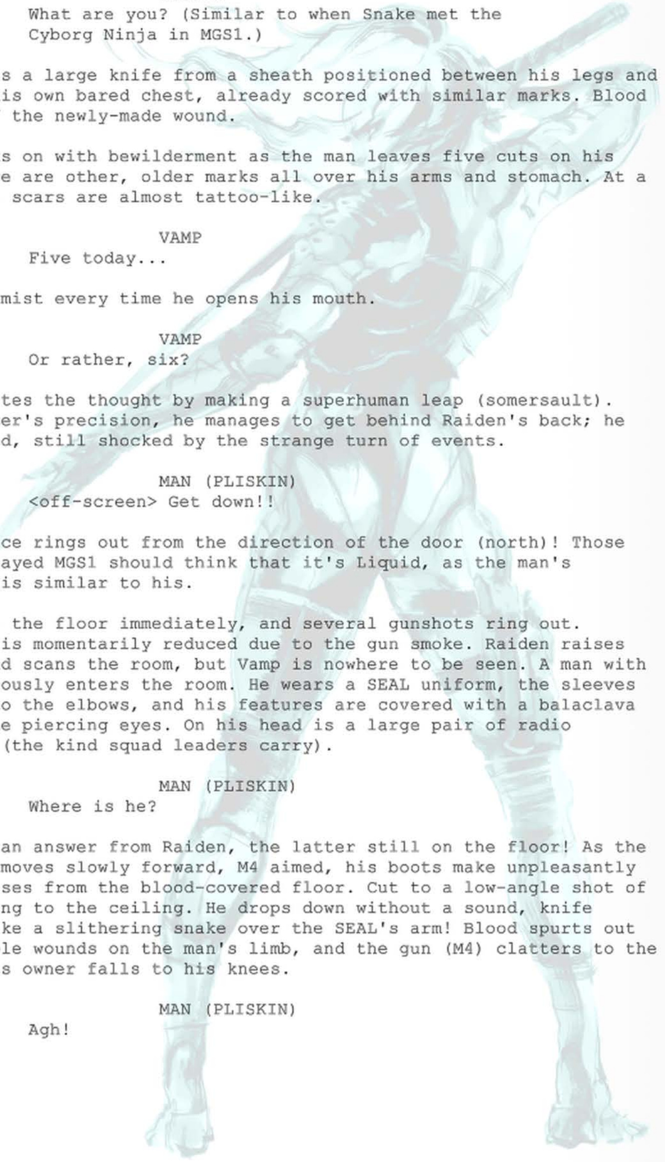
VAMP
sucks blood

Raiden cautiously proceeds deeper into the room. He can see an area in the northeast corner of the room, on the lower level, that comes to a dead end. There, Vamp stands with his teeth in a SEAL's neck, drinking his blood. The man is already limp, held against the wall by his killer; because of Vamp's height, the hapless SEAL's feet jerk and twitch in mid-air. Sensing Raiden, Vamp bears his fangs (overdeveloped canines) at him in a snarl.

VAMP
is menacing

RAIDEN
!!

His breath is white, despite the room not being cold. The idea is that since Vamp came back from the dead at one point, he has an abnormally low body temperature. The pistol belt he wears over his coat gives him a silhouette, when both his arms are extended, resembling that of a Japanese giant flying squirrel. Raiden aims his gun (if he does not yet have one, he adopts a fighting stance). The nightmarish specter before him has Raiden unsettled and unsure; the surrealism of the situation has momentarily deprived him of decisiveness.



Vamp releases his hand. The SEAL crumples to the floor like a broken marionette.

RAIDEN
What are you? (Similar to when Snake met the Cyborg Ninja in MGS1.)

Vamp removes a large knife from a sheath positioned between his legs and cuts into his own bared chest, already scored with similar marks. Blood runs out of the newly-made wound.

Raiden looks on with bewilderment as the man leaves five cuts on his chest. There are other, older marks all over his arms and stomach. At a glance, the scars are almost tattoo-like.

VAMP
Five today...

He exhales mist every time he opens his mouth.

VAMP
Or rather, six?

Vamp completes the thought by making a superhuman leap (somersault). With a dancer's precision, he manages to get behind Raiden's back; he stands dazed, still shocked by the strange turn of events.

MAN (PLISKIN)
<off-screen> Get down!!

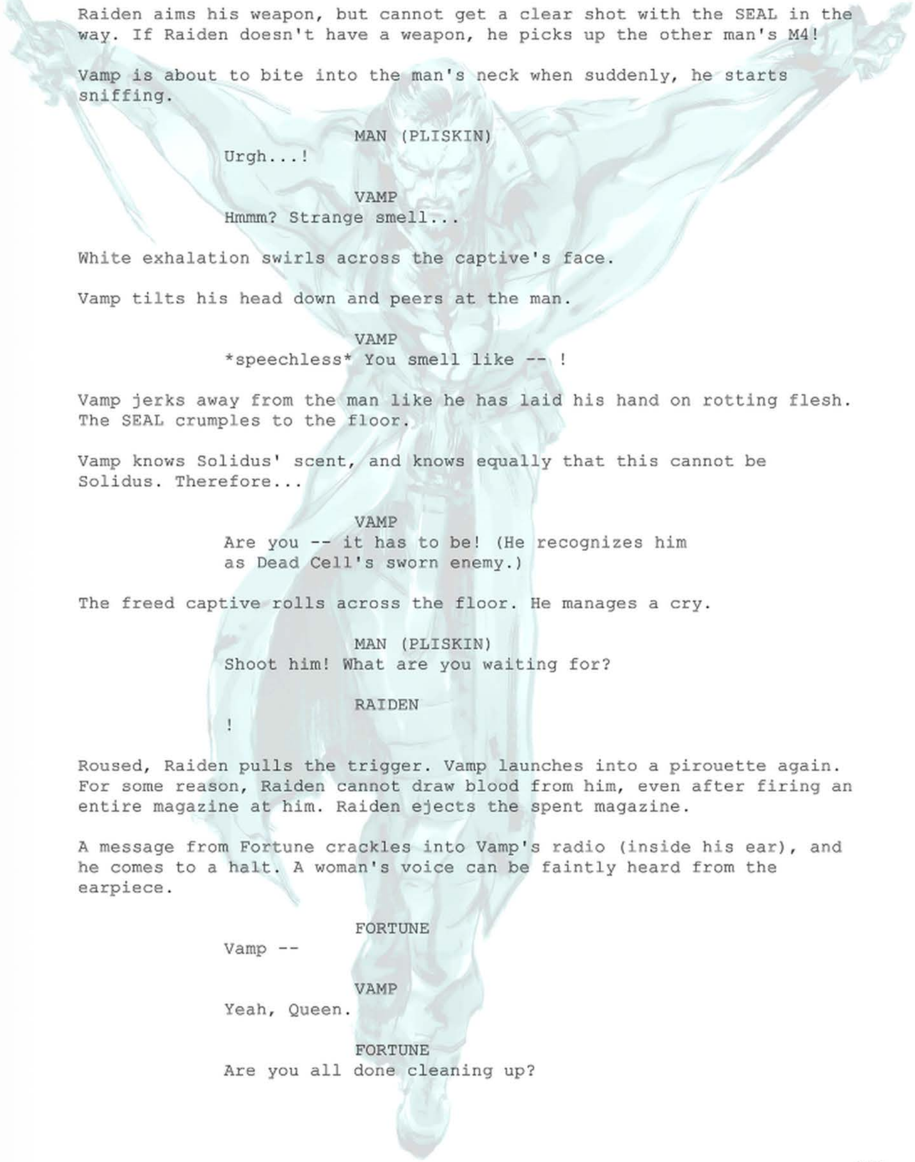
A man's voice rings out from the direction of the door (north)! Those who have played MGS1 should think that it's Liquid, as the man's appearance is similar to his.

Raiden hits the floor immediately, and several gunshots ring out. Visibility is momentarily reduced due to the gun smoke. Raiden raises his face and scans the room, but Vamp is nowhere to be seen. A man with an M4 cautiously enters the room. He wears a SEAL uniform, the sleeves rolled up to the elbows, and his features are covered with a balaclava save for the piercing eyes. On his head is a large pair of radio headphones (the kind squad leaders carry).

MAN (PLISKIN)
Where is he?

He demands an answer from Raiden, the latter still on the floor! As the masked man moves slowly forward, M4 aimed, his boots make unpleasantly sucking noises from the blood-covered floor. Cut to a low-angle shot of Vamp clinging to the ceiling. He drops down without a sound, knife flashing like a slithering snake over the SEAL's arm! Blood spurts out from multiple wounds on the man's limb, and the gun (M4) clatters to the floor as its owner falls to his knees.

MAN (PLISKIN)
Agh!



He crawls across the floor, nursing the arm, but Vamp lifts him up by the neck with one hand. The monster shoves its prey against the wall easily, and studies him with detached curiosity.

Raiden aims his weapon, but cannot get a clear shot with the SEAL in the way. If Raiden doesn't have a weapon, he picks up the other man's M4!

Vamp is about to bite into the man's neck when suddenly, he starts sniffing.

MAN (PLISKIN)
Urgh...!

VAMP
Hmmm? Strange smell...

White exhalation swirls across the captive's face.

Vamp tilts his head down and peers at the man.

VAMP
speechless You smell like -- !

Vamp jerks away from the man like he has laid his hand on rotting flesh. The SEAL crumples to the floor.

Vamp knows Solidus' scent, and knows equally that this cannot be Solidus. Therefore...

VAMP
Are you -- it has to be! (He recognizes him as Dead Cell's sworn enemy.)

The freed captive rolls across the floor. He manages a cry.

MAN (PLISKIN)
Shoot him! What are you waiting for?

RAIDEN
!

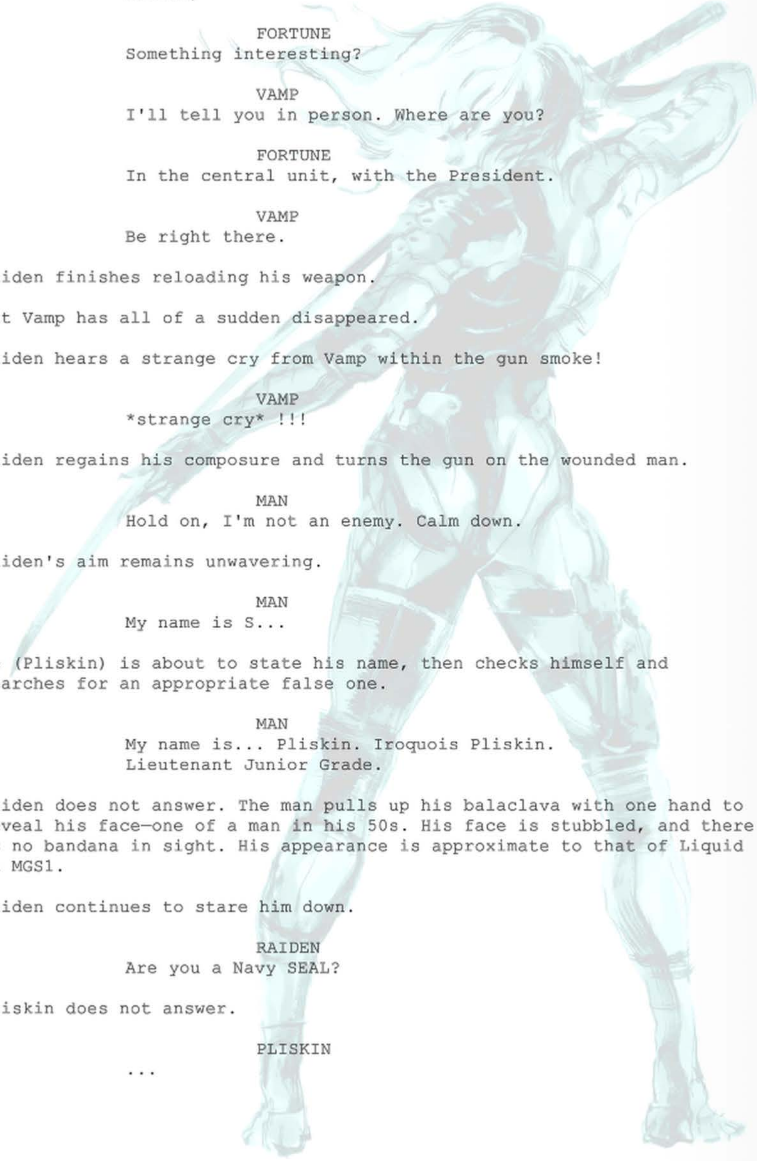
Roused, Raiden pulls the trigger. Vamp launches into a pirouette again. For some reason, Raiden cannot draw blood from him, even after firing an entire magazine at him. Raiden ejects the spent magazine.

A message from Fortune crackles into Vamp's radio (inside his ear), and he comes to a halt. A woman's voice can be faintly heard from the earpiece.

FORTUNE
Vamp --

VAMP
Yeah, Queen.

FORTUNE
Are you all done cleaning up?



VAMP
Yes. But wait till I tell you what I found...
(He is going to share that he discovered Snake.)

FORTUNE
Something interesting?

VAMP
I'll tell you in person. Where are you?

FORTUNE
In the central unit, with the President.

VAMP
Be right there.

Raiden finishes reloading his weapon.

But Vamp has all of a sudden disappeared.

Raiden hears a strange cry from Vamp within the gun smoke!

VAMP
strange cry !!!

Raiden regains his composure and turns the gun on the wounded man.

MAN
Hold on, I'm not an enemy. Calm down.

Raiden's aim remains unwavering.

MAN
My name is S...

He (Pliskin) is about to state his name, then checks himself and searches for an appropriate false one.

MAN
My name is... Pliskin. Iroquois Pliskin.
Lieutenant Junior Grade.

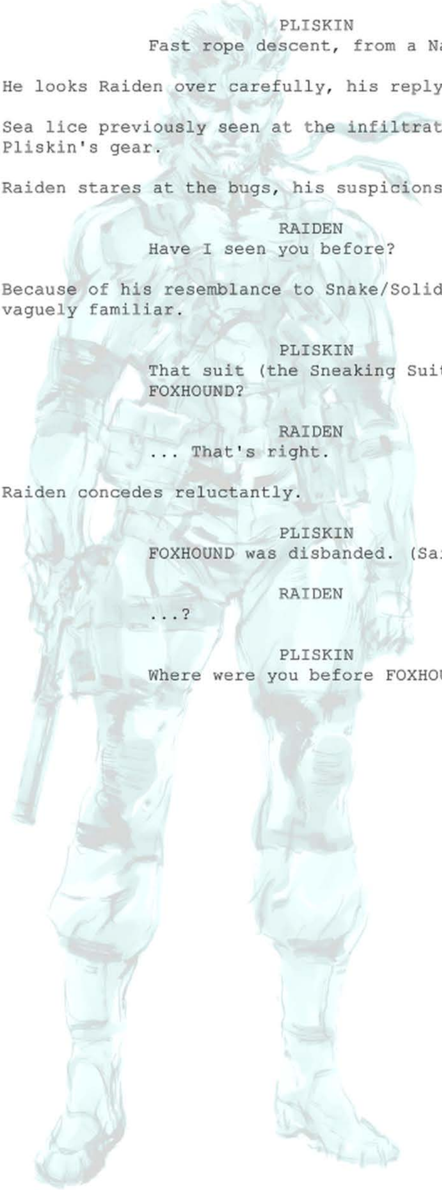
Raiden does not answer. The man pulls up his balaclava with one hand to reveal his face—one of a man in his 50s. His face is stubbled, and there is no bandana in sight. His appearance is approximate to that of Liquid in MGS1.

Raiden continues to stare him down.

RAIDEN
Are you a Navy SEAL?

Pliskin does not answer.

PLISKIN
...



RAIDEN
How did you get in?

PLISKIN
Fast rope descent, from a Navy chopper.

He looks Raiden over carefully, his reply indifferent and distracted.

Sea lice previously seen at the infiltration pool come crawling out of Pliskin's gear.

Raiden stares at the bugs, his suspicions mounting.

RAIDEN
Have I seen you before?

Because of his resemblance to Snake/Solidus, Raiden finds Pliskin vaguely familiar.

PLISKIN
That suit (the Sneaking Suit) -- are you FOXHOUND?

RAIDEN
... That's right.

Raiden concedes reluctantly.

PLISKIN
FOXHOUND was disbanded. (Said affirmatively.)

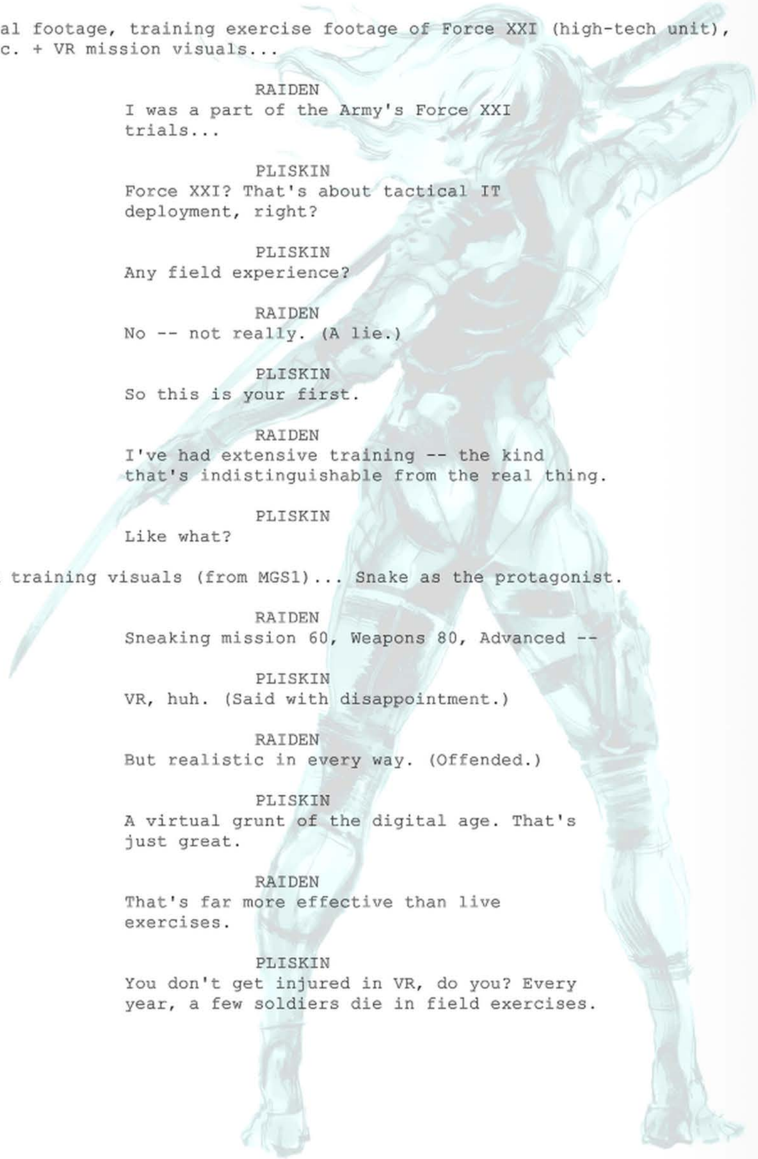
RAIDEN
...?

PLISKIN
Where were you before FOXHOUND? Delta Force?

Vamp Encounter 2

Movie Cutscene 1

(Force XXI)



Real footage, training exercise footage of Force XXI (high-tech unit), etc. + VR mission visuals...

RAIDEN
I was a part of the Army's Force XXI trials...

PLISKIN
Force XXI? That's about tactical IT deployment, right?

PLISKIN
Any field experience?

RAIDEN
No -- not really. (A lie.)

PLISKIN
So this is your first.

RAIDEN
I've had extensive training -- the kind that's indistinguishable from the real thing.

PLISKIN
Like what?

VR training visuals (from MGS1)... Snake as the protagonist.

RAIDEN
Sneaking mission 60, Weapons 80, Advanced --

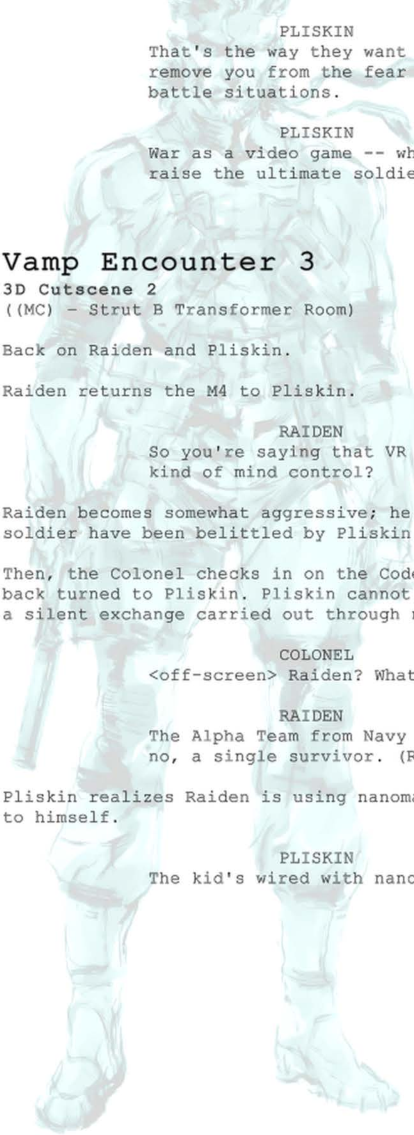
PLISKIN
VR, huh. (Said with disappointment.)

RAIDEN
But realistic in every way. (Offended.)

PLISKIN
A virtual grunt of the digital age. That's just great.

RAIDEN
That's far more effective than live exercises.

PLISKIN
You don't get injured in VR, do you? Every year, a few soldiers die in field exercises.



RAIDEN
defends himself There's pain sensation in VR, and even a sense of reality and urgency. The only difference is that it isn't actually happening.

PLISKIN
That's the way they want you to think, to remove you from the fear that goes with battle situations.

PLISKIN
War as a video game -- what better way to raise the ultimate soldier?

Vamp Encounter 3

3D Cutscene 2

((MC) - Strut B Transformer Room)

Back on Raiden and Pliskin.

Raiden returns the M4 to Pliskin.

RAIDEN
So you're saying that VR training is some kind of mind control?

Raiden becomes somewhat aggressive; he feels his qualifications as a soldier have been belittled by Pliskin.

Then, the Colonel checks in on the Codec! Raiden takes the call, his back turned to Pliskin. Pliskin cannot hear the conversation since it is a silent exchange carried out through nanomachine communication.

COLONEL
<off-screen> Raiden? What's going on?

RAIDEN
The Alpha Team from Navy SEAL 10 is dead... no, a single survivor. (Remembering Pliskin.)

Pliskin realizes Raiden is using nanomachine communication, and mutters to himself.

PLISKIN
The kid's wired with nanomachines.

Vamp Encounter 4

Codec Call 1

(mandatory incoming call from the Colonel)

COLONEL
What about the President?

RAIDEN
Looks like they took him somewhere else...

COLONEL
I see... You said there was a survivor from SEAL Team 10?

RAIDEN
Yeah. Lieutenant J.G. Pliskin.

COLONEL
Has he seen your face?

RAIDEN
What?

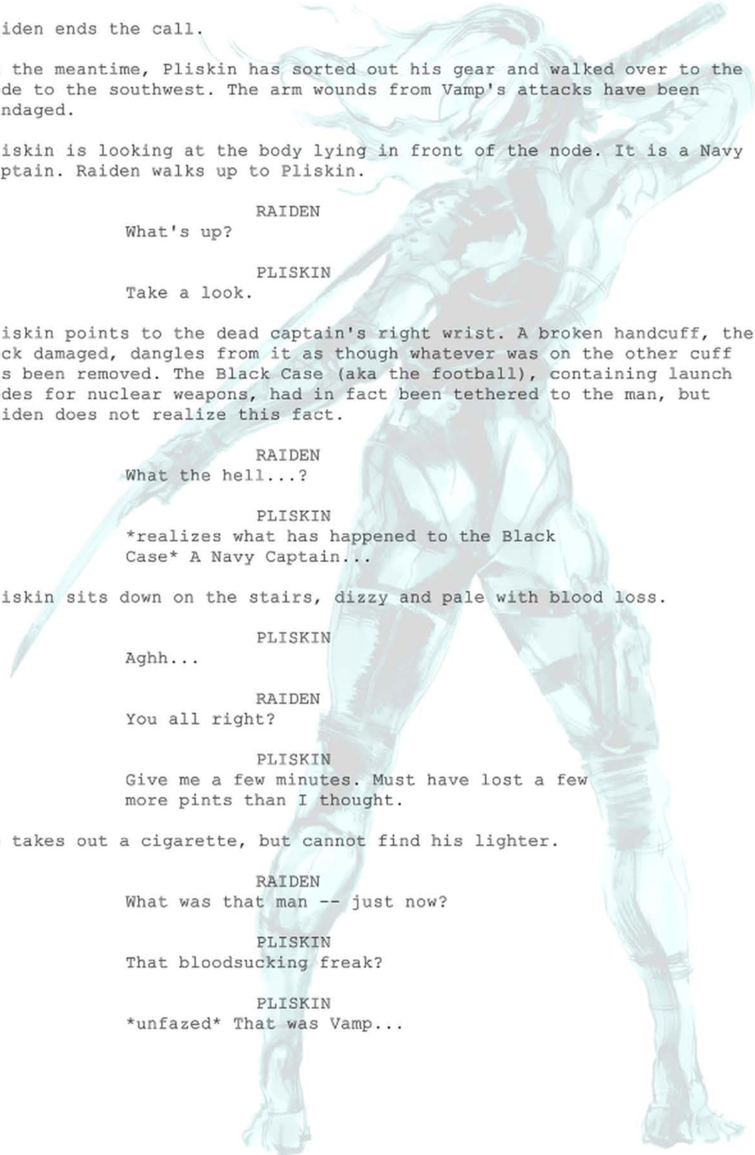
COLONEL
This is a top-secret mission. No one can know that we're involved.

RAIDEN
It's a little too late for that.

Vamp Encounter 5

3D Cutscene 3

((MC+KF) - Strut B Transformer Room)



Raiden ends the call.

In the meantime, Pliskin has sorted out his gear and walked over to the node to the southwest. The arm wounds from Vamp's attacks have been bandaged.

Pliskin is looking at the body lying in front of the node. It is a Navy captain. Raiden walks up to Pliskin.

RAIDEN
What's up?

PLISKIN
Take a look.

Pliskin points to the dead captain's right wrist. A broken handcuff, the lock damaged, dangles from it as though whatever was on the other cuff has been removed. The Black Case (aka the football), containing launch codes for nuclear weapons, had in fact been tethered to the man, but Raiden does not realize this fact.

RAIDEN
What the hell...?

PLISKIN
realizes what has happened to the Black Case A Navy Captain...

Pliskin sits down on the stairs, dizzy and pale with blood loss.

PLISKIN
Aghh...

RAIDEN
You all right?

PLISKIN
Give me a few minutes. Must have lost a few more pints than I thought.

He takes out a cigarette, but cannot find his lighter.

RAIDEN
What was that man -- just now?

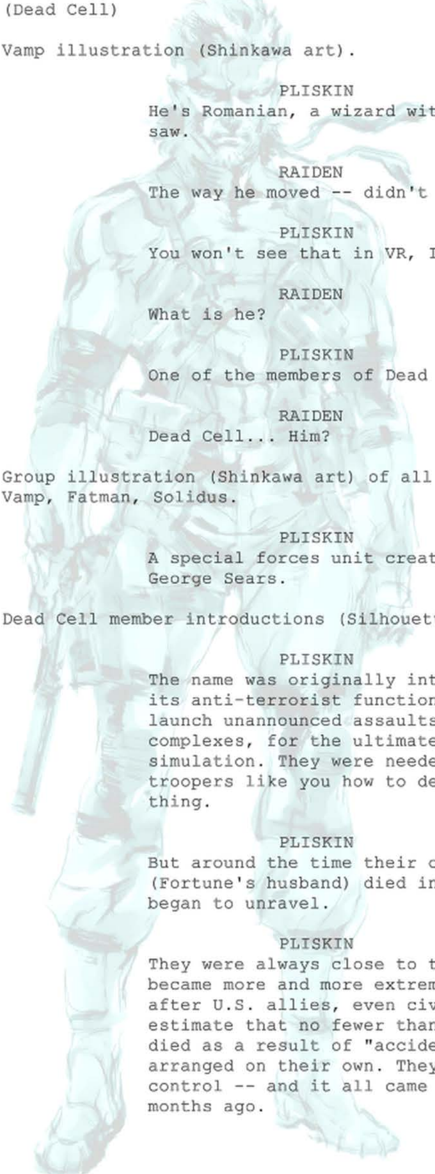
PLISKIN
That bloodsucking freak?

PLISKIN
unfazed That was Vamp...

Vamp Encounter 6

Movie Cutscene 2

(Dead Cell)



Vamp illustration (Shinkawa art).

PLISKIN

He's Romanian, a wizard with knives as you saw.

RAIDEN

The way he moved -- didn't seem human.

PLISKIN

You won't see that in VR, I guarantee.

RAIDEN

What is he?

PLISKIN

One of the members of Dead Cell.

RAIDEN

Dead Cell... Him?

Group illustration (Shinkawa art) of all Dead Cell members: Fortune, Vamp, Fatman, Solidus.

PLISKIN

A special forces unit created by Ex-President George Sears.

Dead Cell member introductions (Silhouettes/Shinkawa art).

PLISKIN

The name was originally intended to reflect its anti-terrorist functions. The unit would launch unannounced assaults on government complexes, for the ultimate terrorism simulation. They were needed to show VR troopers like you how to deal with the real thing.

PLISKIN

But around the time their original leader (Fortune's husband) died in prison, the unit began to unravel.

PLISKIN

They were always close to the edge, but they became more and more extreme. Began to go after U.S. allies, even civilians. We estimate that no fewer than a hundred people died as a result of "accidents" the Dead Cell arranged on their own. They were out of control -- and it all came to a head six months ago.

RAIDEN
What happened?

Pliskin does not answer.

Images of Dead Cell members stumbling about on a battlefield, on the verge of death. Vamp carries a wounded person in his arms. Chinaman and Oldman die.

PLISKIN
The unit was devastated. There are only three left now -- and you just saw one of them.

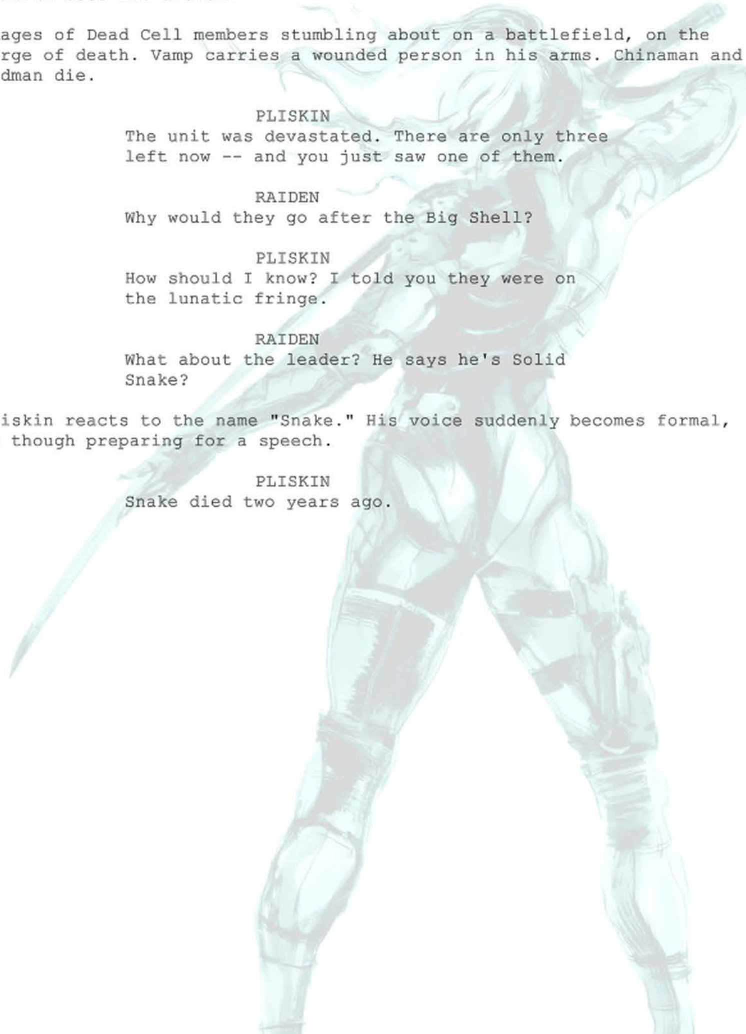
RAIDEN
Why would they go after the Big Shell?

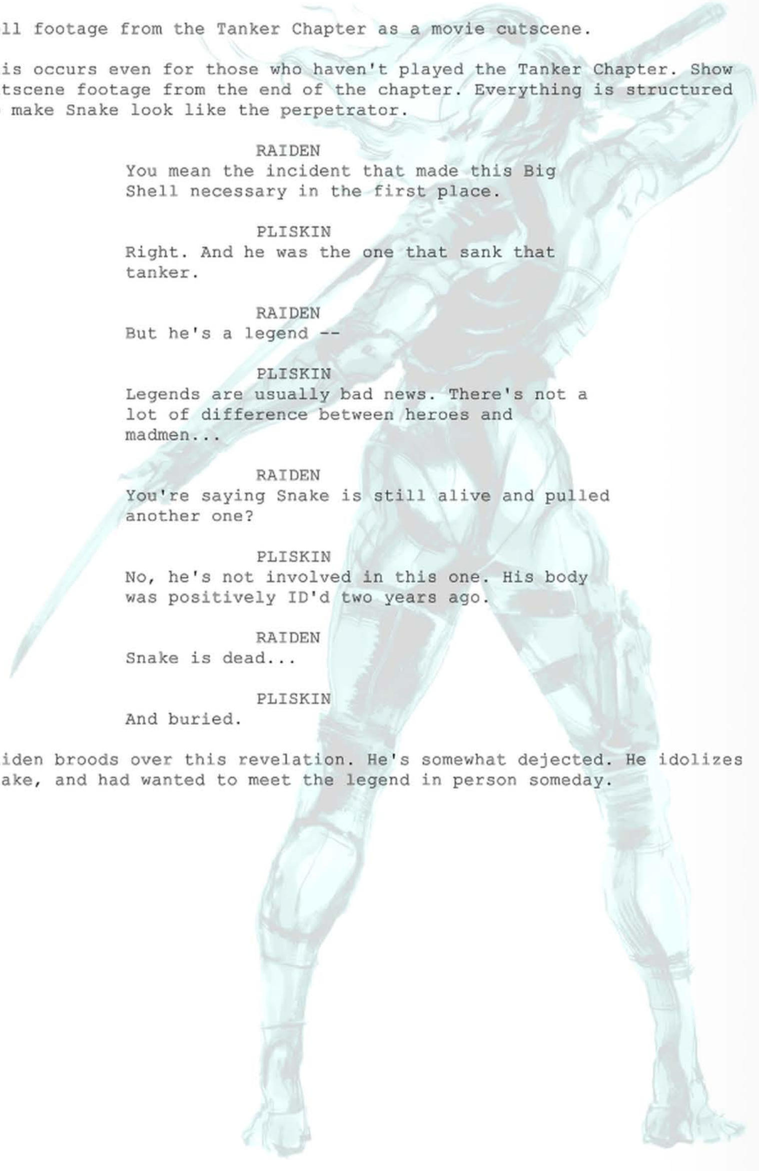
PLISKIN
How should I know? I told you they were on the lunatic fringe.

RAIDEN
What about the leader? He says he's Solid Snake?

Pliskin reacts to the name "Snake." His voice suddenly becomes formal, as though preparing for a speech.

PLISKIN
Snake died two years ago.





Vamp Encounter 7

Movie Cutscene 3

(Tanker Chapter)

Roll footage from the Tanker Chapter as a movie cutscene.

This occurs even for those who haven't played the Tanker Chapter. Show cutscene footage from the end of the chapter. Everything is structured to make Snake look like the perpetrator.

RAIDEN
You mean the incident that made this Big Shell necessary in the first place.

PLISKIN
Right. And he was the one that sank that tanker.

RAIDEN
But he's a legend --

PLISKIN
Legends are usually bad news. There's not a lot of difference between heroes and madmen...

RAIDEN
You're saying Snake is still alive and pulled another one?

PLISKIN
No, he's not involved in this one. His body was positively ID'd two years ago.

RAIDEN
Snake is dead...

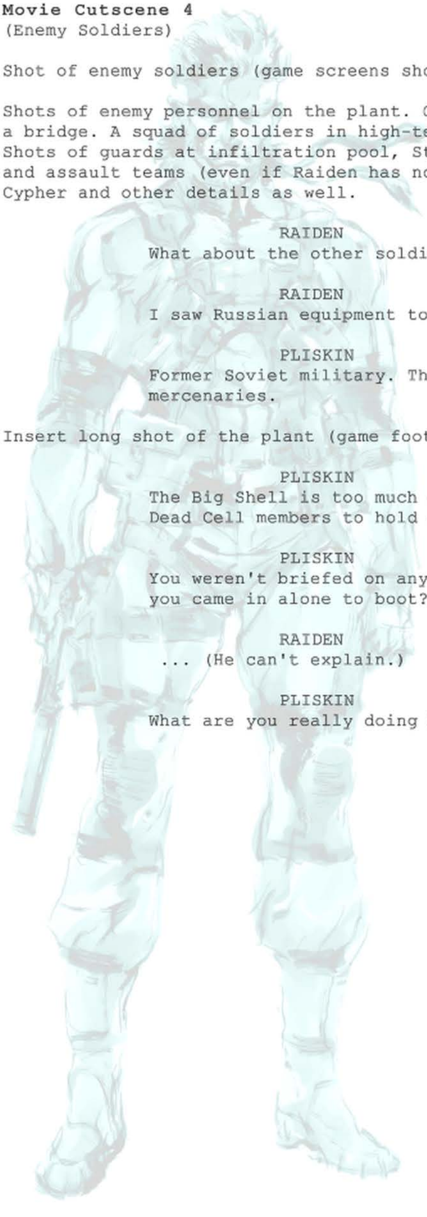
PLISKIN
And buried.

Raiden broods over this revelation. He's somewhat dejected. He idolizes Snake, and had wanted to meet the legend in person someday.

Vamp Encounter 8

Movie Cutscene 4

(Enemy Soldiers)



Shot of enemy soldiers (game screens shown as movie footage).

Shots of enemy personnel on the plant. Gurlukovich mercenaries guarding a bridge. A squad of soldiers in high-tech gear pulling out of an area. Shots of guards at infiltration pool, Strut A, the AB Connecting Bridge, and assault teams (even if Raiden has not yet been spotted). Show the Cypher and other details as well.

RAIDEN
What about the other soldiers?

RAIDEN
I saw Russian equipment too.

PLISKIN
Former Soviet military. They're probably mercenaries.

Insert long shot of the plant (game footage).

PLISKIN
The Big Shell is too much ground for just Dead Cell members to hold down.

PLISKIN
You weren't briefed on any of this? ...And you came in alone to boot?

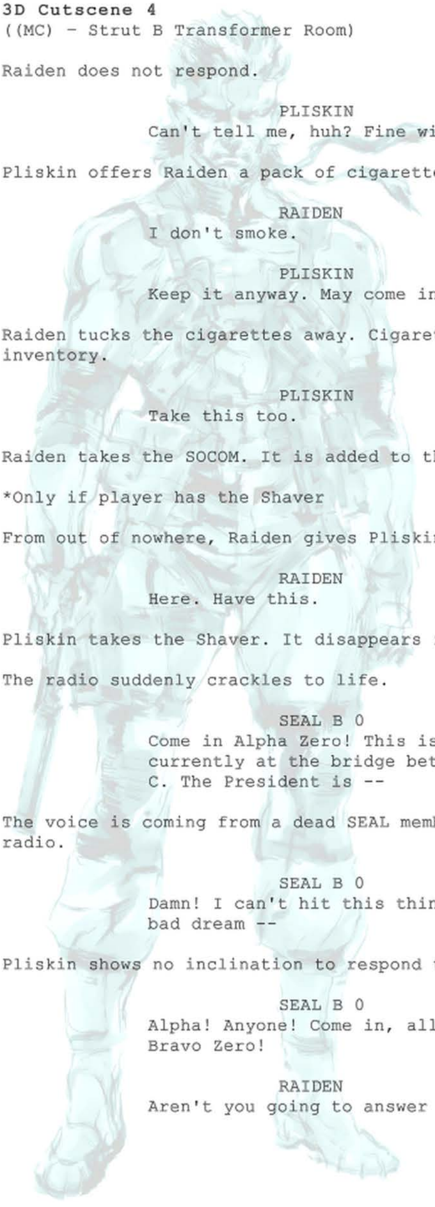
RAIDEN
... (He can't explain.)

PLISKIN
What are you really doing here?

Vamp Encounter 9

3D Cutscene 4

((MC) - Strut B Transformer Room)



Raiden does not respond.

PLISKIN
Can't tell me, huh? Fine with me...

Pliskin offers Raiden a pack of cigarettes.

RAIDEN
I don't smoke.

PLISKIN
Keep it anyway. May come in handy.

Raiden tucks the cigarettes away. Cigarettes are added to the player's inventory.

PLISKIN
Take this too.

Raiden takes the SOCOM. It is added to the player's inventory.

*Only if player has the Shaver

From out of nowhere, Raiden gives Pliskin the Shaver in return.

RAIDEN
Here. Have this.

Pliskin takes the Shaver. It disappears from the player's inventory.

The radio suddenly crackles to life.

SEAL B 0
Come in Alpha Zero! This is Bravo Zero, currently at the bridge between Struts B and C. The President is --

The voice is coming from a dead SEAL member's radio. Close-up of the radio.

SEAL B 0
Damn! I can't hit this thing! It's like some bad dream --

Pliskin shows no inclination to respond to the call.

SEAL B 0
Alpha! Anyone! Come in, all Alpha! This is Bravo Zero!

RAIDEN
Aren't you going to answer him!?

Pliskin slowly reaches for the radio, as though buying himself some time.

SEAL B 0
Aaaah!!!

Sound of static after an agonizing scream.

PLISKIN
The BC connecting bridge.

RAIDEN
We need to get there. Can you handle it?

PLISKIN
I need a few more minutes.

Pliskin is pretending to be worse off than he is. He intends to go separate ways from Raiden, then observe him to ascertain whether he is friend or foe. Explanation to come later (standard Codec).

PLISKIN
Remember my frequency -- it's 141.80.

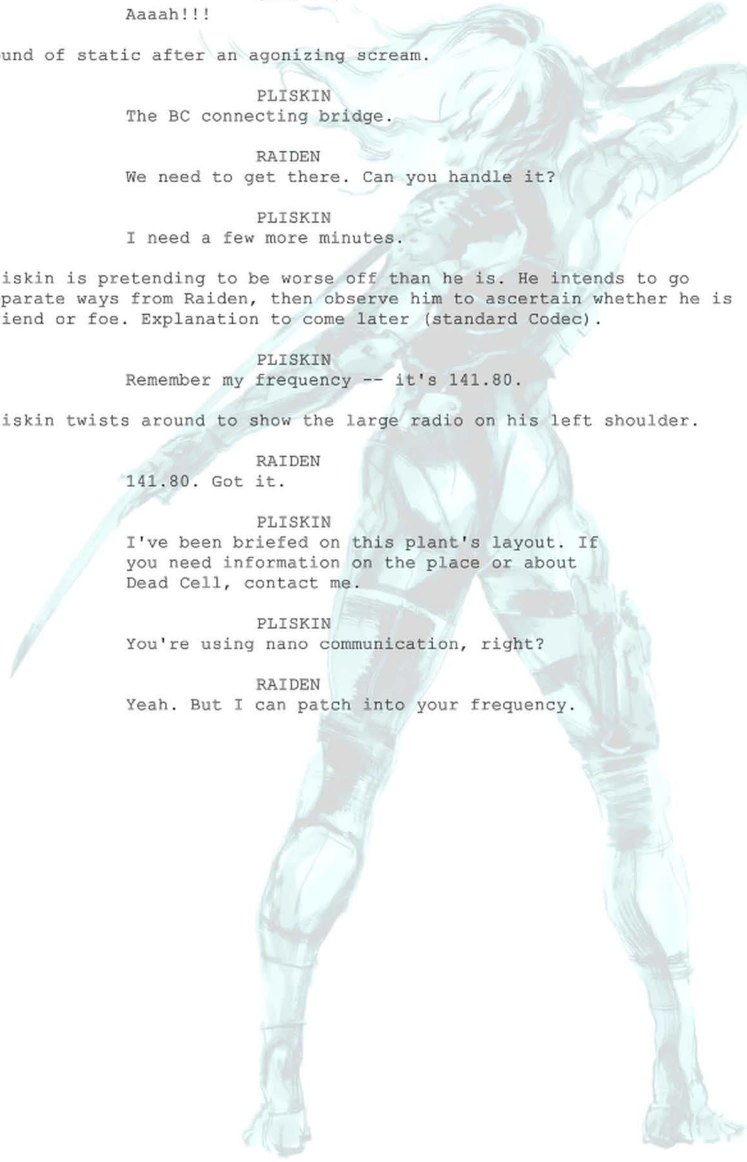
Pliskin twists around to show the large radio on his left shoulder.

RAIDEN
141.80. Got it.

PLISKIN
I've been briefed on this plant's layout. If you need information on the place or about Dead Cell, contact me.

PLISKIN
You're using nano communication, right?

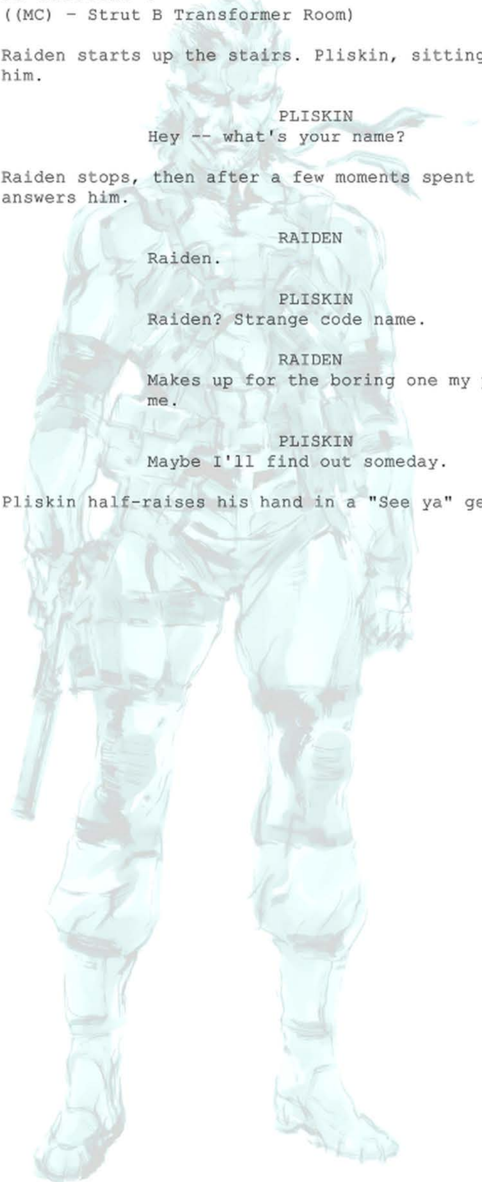
RAIDEN
Yeah. But I can patch into your frequency.



Vamp Encounter 10

3D Cutscene 5

((MC) - Strut B Transformer Room)



Raiden starts up the stairs. Pliskin, sitting on the floor, calls up to him.

PLISKIN
Hey -- what's your name?

Raiden stops, then after a few moments spent wondering what to say, answers him.

RAIDEN
Raiden.

PLISKIN
Raiden? Strange code name.

RAIDEN
Makes up for the boring one my parents gave me.

PLISKIN
Maybe I'll find out someday.

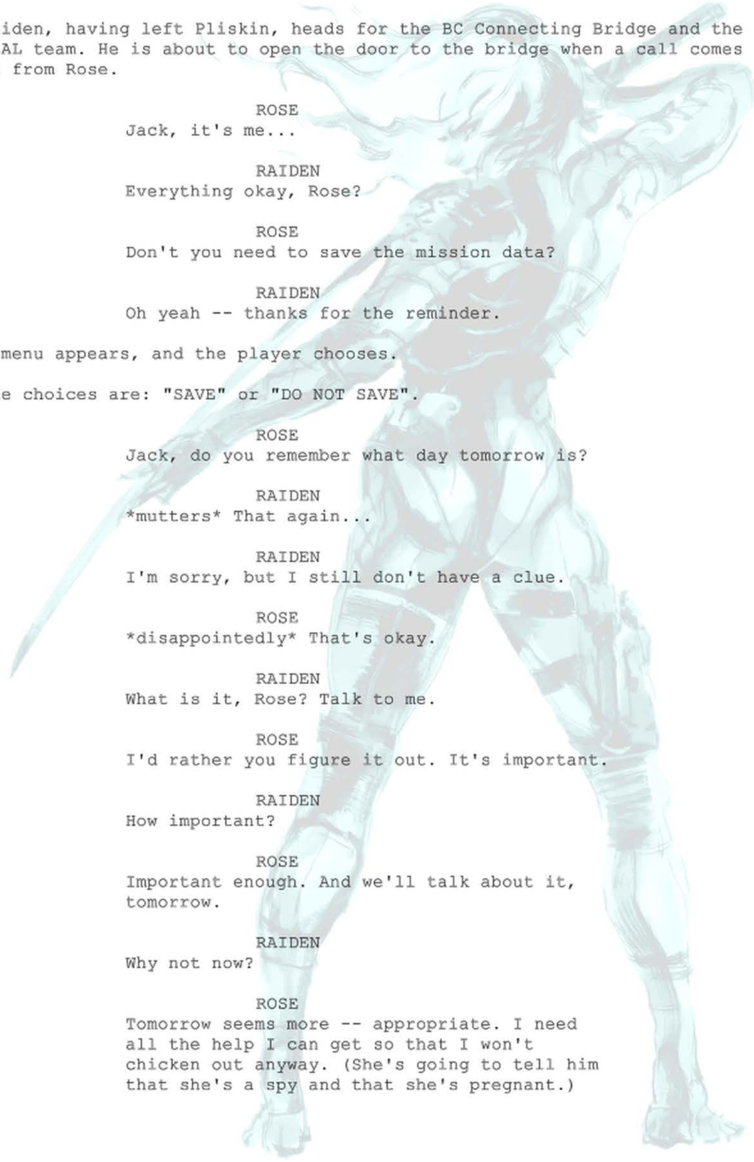
Pliskin half-raises his hand in a "See ya" gesture.

BC Connecting Bridge

Codec Call 1

(mandatory incoming call from Rose)

Raiden, having left Pliskin, heads for the BC Connecting Bridge and the SEAL team. He is about to open the door to the bridge when a call comes in from Rose.



ROSE
Jack, it's me...

RAIDEN
Everything okay, Rose?

ROSE
Don't you need to save the mission data?

RAIDEN
Oh yeah -- thanks for the reminder.

A menu appears, and the player chooses.

The choices are: "SAVE" or "DO NOT SAVE".

ROSE
Jack, do you remember what day tomorrow is?

RAIDEN
mutters That again...

RAIDEN
I'm sorry, but I still don't have a clue.

ROSE
disappointedly That's okay.

RAIDEN
What is it, Rose? Talk to me.

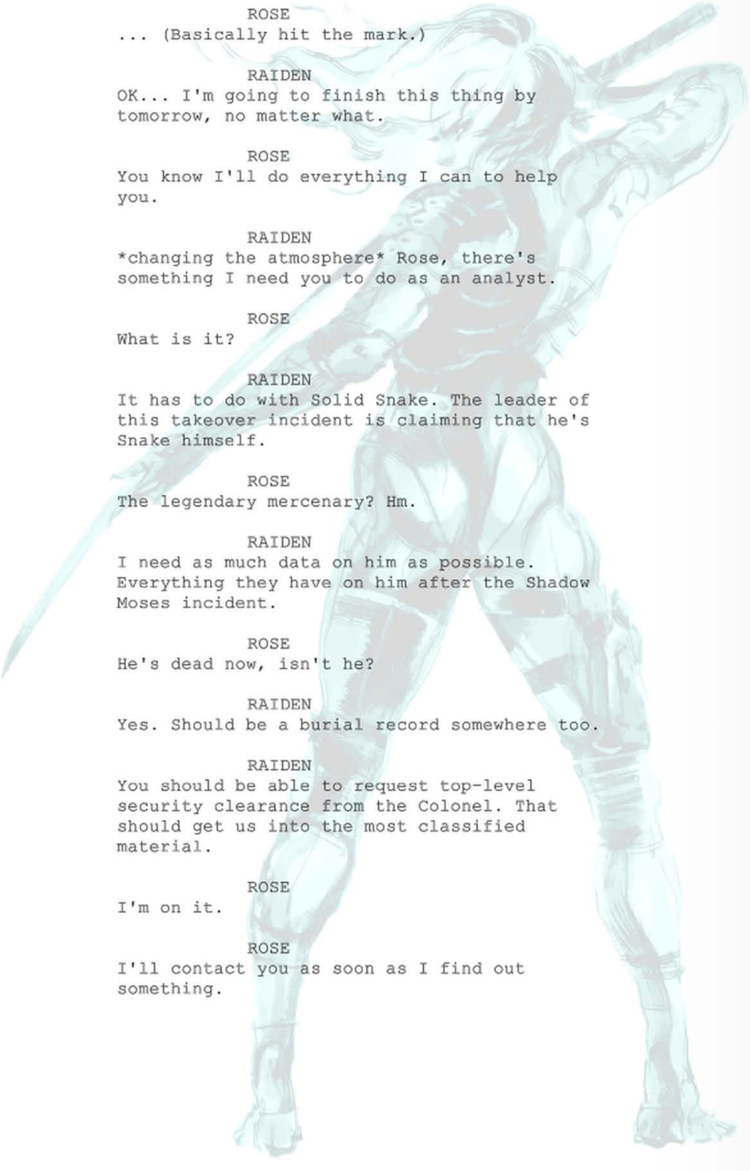
ROSE
I'd rather you figure it out. It's important.

RAIDEN
How important?

ROSE
Important enough. And we'll talk about it, tomorrow.

RAIDEN
Why not now?

ROSE
Tomorrow seems more -- appropriate. I need all the help I can get so that I won't chicken out anyway. (She's going to tell him that she's a spy and that she's pregnant.)



RAIDEN
Is that the reason you decided to be part of this mission?

ROSE
... (Basically hit the mark.)

RAIDEN
OK... I'm going to finish this thing by tomorrow, no matter what.

ROSE
You know I'll do everything I can to help you.

RAIDEN
changing the atmosphere Rose, there's something I need you to do as an analyst.

ROSE
What is it?

RAIDEN
It has to do with Solid Snake. The leader of this takeover incident is claiming that he's Snake himself.

ROSE
The legendary mercenary? Hm.

RAIDEN
I need as much data on him as possible. Everything they have on him after the Shadow Moses incident.

ROSE
He's dead now, isn't he?

RAIDEN
Yes. Should be a burial record somewhere too.

RAIDEN
You should be able to request top-level security clearance from the Colonel. That should get us into the most classified material.

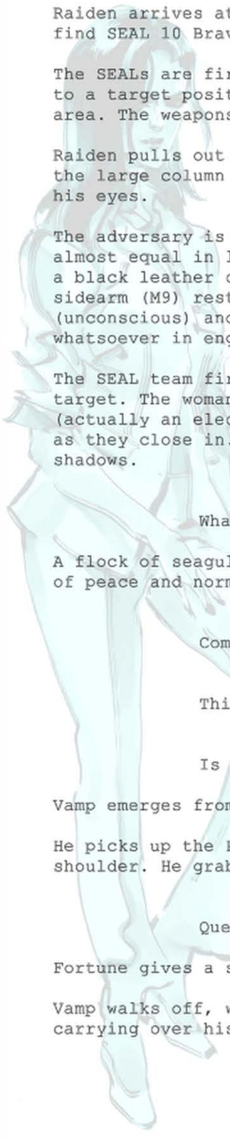
ROSE
I'm on it.

ROSE
I'll contact you as soon as I find out something.

Fortune Encounter 1

3D Cutscene 1

((MC) – BC Connecting Bridge)



Raiden arrives at the connecting bridge between Struts B and C, only to find SEAL 10 Bravo Team engaged in a firefight.

The SEALs are firing continuously from the BC Connecting Bridge proper to a target positioned on the part of the bridge running to the central area. The weapons in use here are SOCOMs or M9s.

Raiden pulls out his gun and moves forward on full alert. As he passes the large column that was blocking his view, an incredible sight greets his eyes.

The adversary is a queenly, slender Black woman, carrying a linear rifle almost equal in length to her own height. Around her shoulders is draped a black leather coat; the hem flutters lazily in the sea breeze. A sidearm (M9) rests on her hip, and at her feet are the President (unconscious) and the Black Case. She seems to have no interest whatsoever in engaging the soldiers.

The SEAL team fires on the woman, but the bullets fail to find their target. The woman carries with her a visible aura like a pale fire (actually an electromagnetic pulse). The bullets curve away from Fortune as they close in. Raiden (prone) watches the whole scene unfold from the shadows.

RAIDEN
What the hell is that?

A flock of seagulls clusters around the woman, reinforcing the illusion of peace and normalcy—like a park in the early afternoon.

FORTUNE
Come, put me out of my misery!

SEALS 0
This is impossible! Nothing will hit her!

SEALS 1
Is she the one they call Fortune?

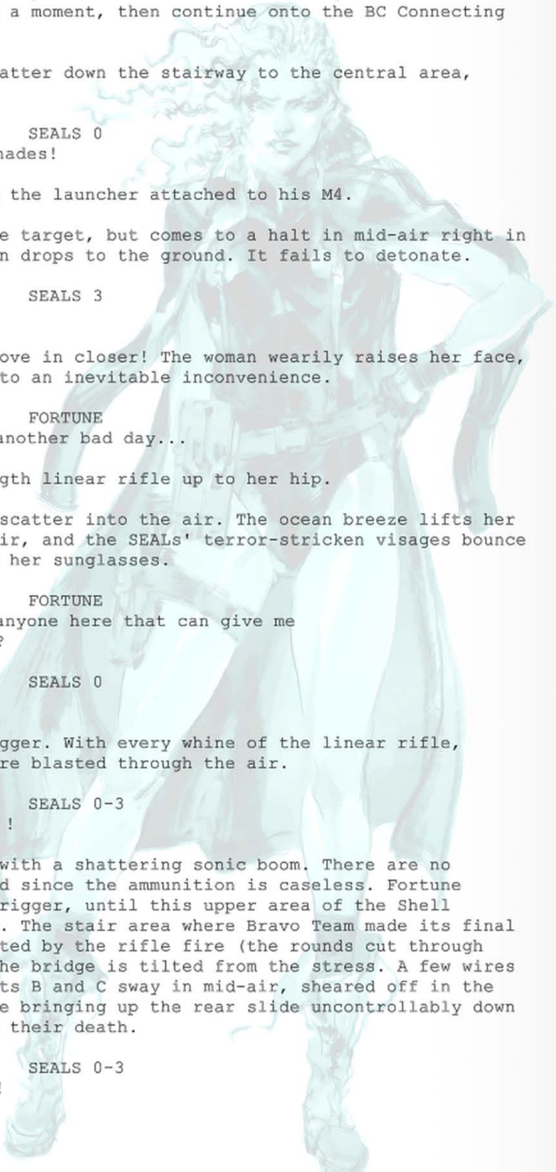
Vamp emerges from the central area.

He picks up the President like a rag doll and slings him over his shoulder. He grabs the Black Case as well.

VAMP
Queen.

Fortune gives a slight nod.

Vamp walks off, with a kind of effortlessness despite the man he is carrying over his shoulder, into the central area.



SEALS 1
Don't let them take the President!

Three backup members of Alpha Team (SEALs) come running out of Strut C. They look at Raiden for a moment, then continue onto the BC Connecting Bridge.

Two of the Bravo men clatter down the stairway to the central area, toward the woman.

SEALS 0
Ready grenades!

He fires a grenade from the launcher attached to his M4.

It flies straight at the target, but comes to a halt in mid-air right in front of the woman, then drops to the ground. It fails to detonate.

SEALS 3
A dud!?

The SEALs in the rear move in closer! The woman wearily raises her face, as though surrendering to an inevitable inconvenience.

FORTUNE
Today is another bad day...

She swings the body-length linear rifle up to her hip.

The seabirds about her scatter into the air. The ocean breeze lifts her long, tightly curled hair, and the SEALs' terror-stricken visages bounce off the twin mirrors of her sunglasses.

FORTUNE
Is there anyone here that can give me happiness?

SEALS 0
!

The woman pulls the trigger. With every whine of the linear rifle, members of Bravo Team are blasted through the air.

SEALS 0-3
screams !

The linear rifle fires with a shattering sonic boom. There are no cartridges to be ejected since the ammunition is caseless. Fortune continues to pull the trigger, until this upper area of the Shell resembles a crash scene. The stair area where Bravo Team made its final stand has been obliterated by the rifle fire (the rounds cut through metal with ease), and the bridge is tilted from the stress. A few wires that had connected Struts B and C sway in mid-air, sheared off in the middle. The men who were bringing up the rear slide uncontrollably down the destroyed bridge to their death.

SEALS 0-3
shouts !

The bridge breaks off a few inches from where the woman stands, cutting Raiden off from the central area. Not a single body remains in sight. The seabirds continue to fly about over Fortune.

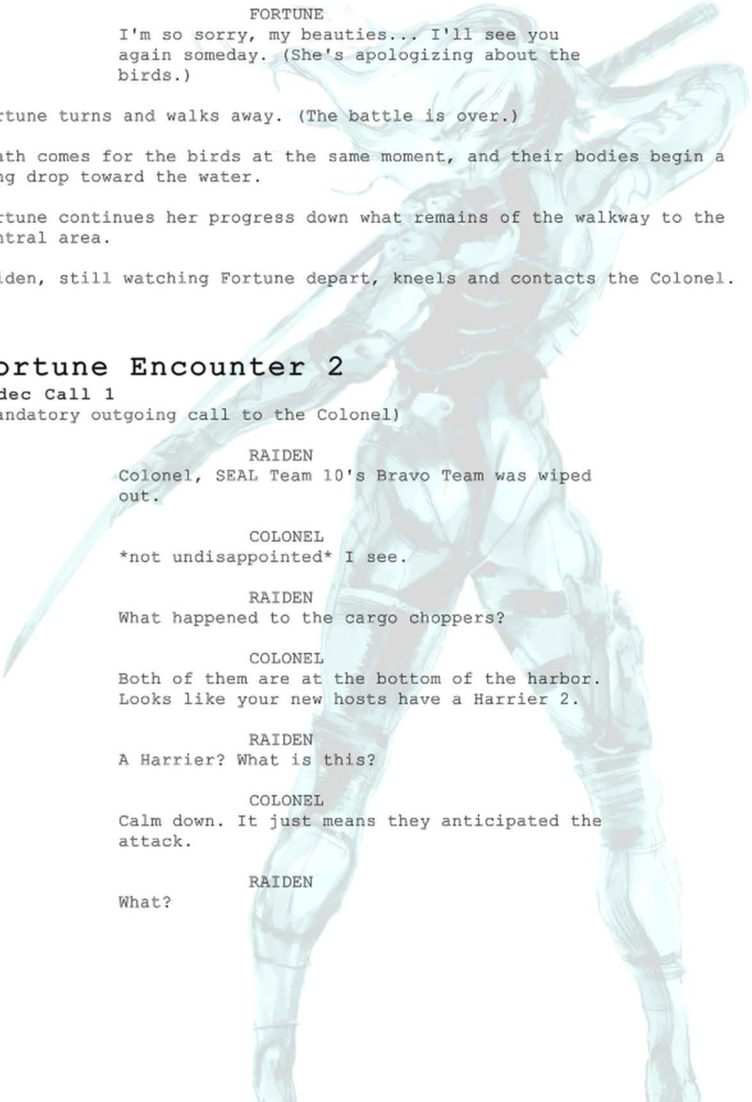
FORTUNE
I'm so sorry, my beauties... I'll see you again someday. (She's apologizing about the birds.)

Fortune turns and walks away. (The battle is over.)

Death comes for the birds at the same moment, and their bodies begin a long drop toward the water.

Fortune continues her progress down what remains of the walkway to the central area.

Raiden, still watching Fortune depart, kneels and contacts the Colonel.



Fortune Encounter 2

Codec Call 1

(mandatory outgoing call to the Colonel)

RAIDEN
Colonel, SEAL Team 10's Bravo Team was wiped out.

COLONEL
not undisappointed I see.

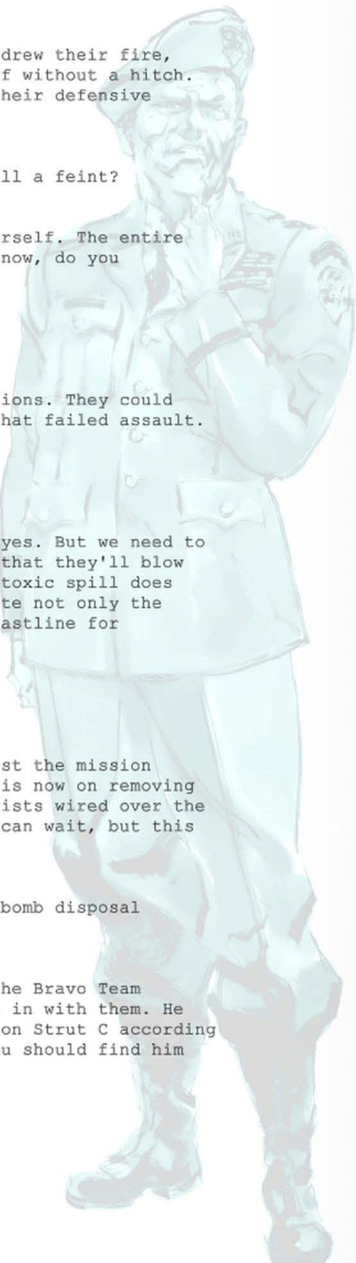
RAIDEN
What happened to the cargo choppers?

COLONEL
Both of them are at the bottom of the harbor. Looks like your new hosts have a Harrier 2.

RAIDEN
A Harrier? What is this?

COLONEL
Calm down. It just means they anticipated the attack.

RAIDEN
What?



COLONEL

Besides, since the SEALs drew their fire, your infiltration went off without a hitch. On top of that, we know their defensive capabilities.

RAIDEN

Are you saying this was all a feint?

COLONEL

Raiden, get a hold of yourself. The entire mission is in your hands now, do you understand?

RAIDEN

But...

COLONEL

There's no time for questions. They could decide to retaliate for that failed assault.

RAIDEN

You mean the hostages?

COLONEL

They could be in danger, yes. But we need to consider the possibility that they'll blow the whole Shell. If that toxic spill does take place, it'll devastate not only the harbor, but poison the coastline for generations.

RAIDEN

...

COLONEL

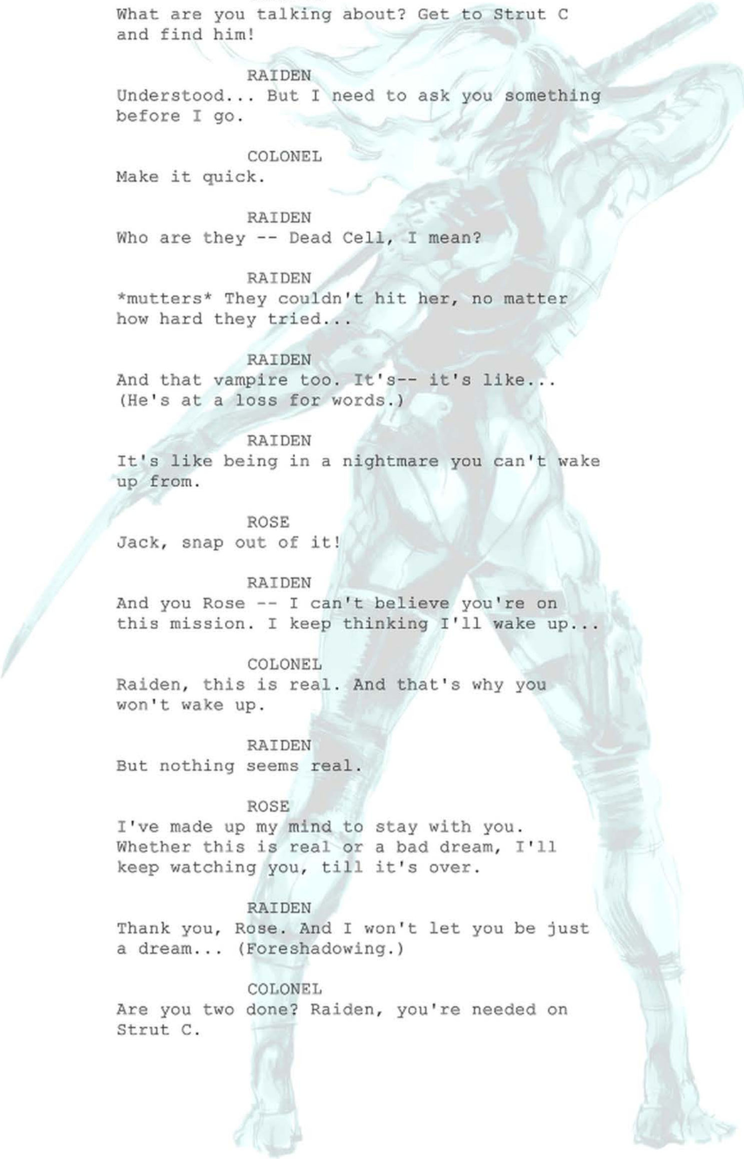
Raiden, we've had to adjust the mission objectives. The priority is now on removing those C4s that the terrorists wired over the Big Shell. The President can wait, but this can't.

RAIDEN

Colonel, you know I'm no bomb disposal expert.

COLONEL

That's not a problem -- the Bravo Team brought an explosives pro in with them. He was supposed to stand by on Strut C according to their mission plan. You should find him there.



RAIDEN
Is this according to simulation too...?

COLONEL
What are you talking about? Get to Strut C and find him!

RAIDEN
Understood... But I need to ask you something before I go.

COLONEL
Make it quick.

RAIDEN
Who are they -- Dead Cell, I mean?

RAIDEN
mutters They couldn't hit her, no matter how hard they tried...

RAIDEN
And that vampire too. It's-- it's like...
(He's at a loss for words.)

RAIDEN
It's like being in a nightmare you can't wake up from.

ROSE
Jack, snap out of it!

RAIDEN
And you Rose -- I can't believe you're on this mission. I keep thinking I'll wake up...

COLONEL
Raiden, this is real. And that's why you won't wake up.

RAIDEN
But nothing seems real.

ROSE
I've made up my mind to stay with you. Whether this is real or a bad dream, I'll keep watching you, till it's over.

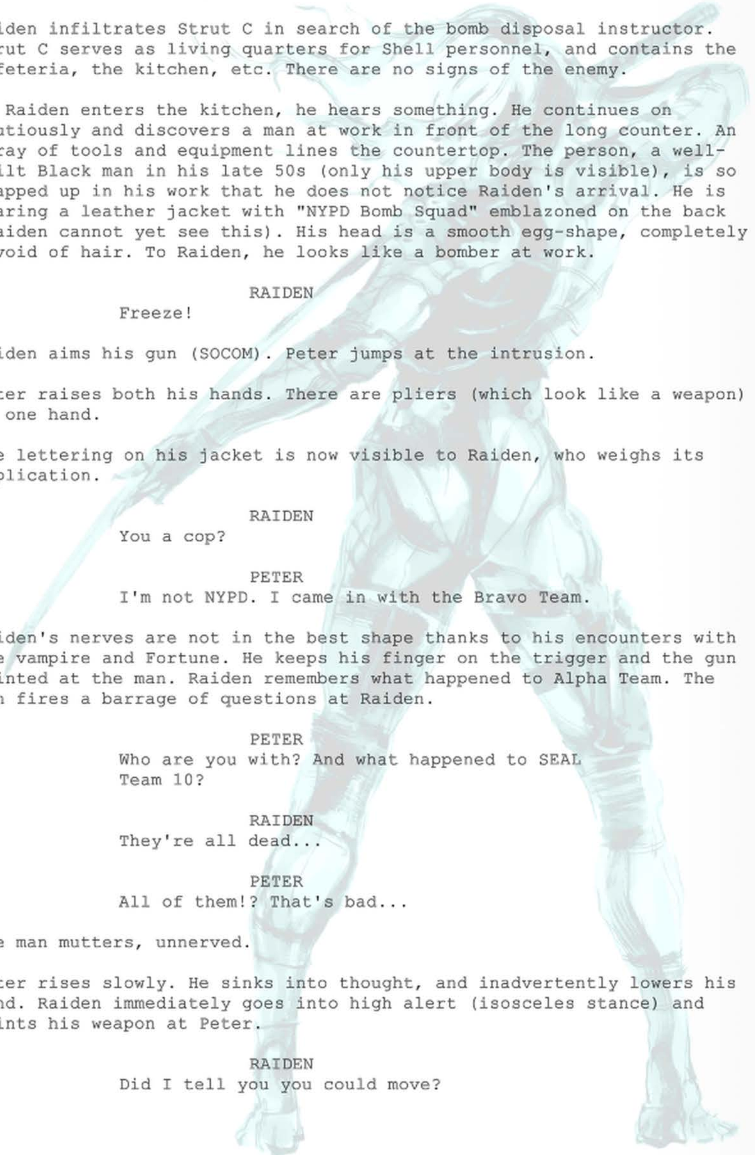
RAIDEN
Thank you, Rose. And I won't let you be just a dream... (Foreshadowing.)

COLONEL
Are you two done? Raiden, you're needed on Strut C.

Peter Encounter 1

3D Cutscene 1

((MC) - Strut C Living Quarters, Kitchen)



Raiden infiltrates Strut C in search of the bomb disposal instructor. Strut C serves as living quarters for Shell personnel, and contains the cafeteria, the kitchen, etc. There are no signs of the enemy.

As Raiden enters the kitchen, he hears something. He continues on cautiously and discovers a man at work in front of the long counter. An array of tools and equipment lines the countertop. The person, a well-built Black man in his late 50s (only his upper body is visible), is so wrapped up in his work that he does not notice Raiden's arrival. He is wearing a leather jacket with "NYPD Bomb Squad" emblazoned on the back (Raiden cannot yet see this). His head is a smooth egg-shape, completely devoid of hair. To Raiden, he looks like a bomber at work.

RAIDEN
Freeze!

Raiden aims his gun (SOCOM). Peter jumps at the intrusion.

Peter raises both his hands. There are pliers (which look like a weapon) in one hand.

The lettering on his jacket is now visible to Raiden, who weighs its implication.

RAIDEN
You a cop?

PETER
I'm not NYPD. I came in with the Bravo Team.

Raiden's nerves are not in the best shape thanks to his encounters with the vampire and Fortune. He keeps his finger on the trigger and the gun pointed at the man. Raiden remembers what happened to Alpha Team. The man fires a barrage of questions at Raiden.

PETER
Who are you with? And what happened to SEAL Team 10?

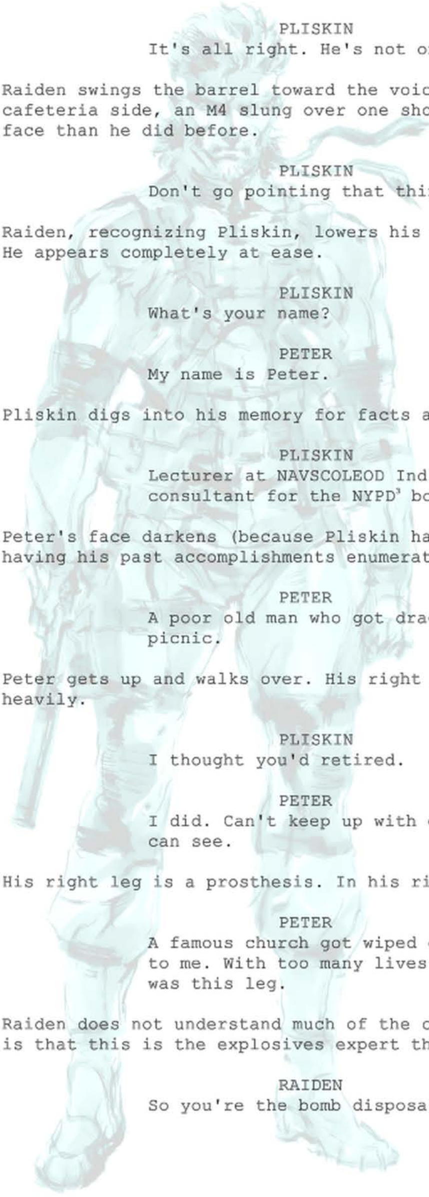
RAIDEN
They're all dead...

PETER
All of them!? That's bad...

The man mutters, unnerved.

Peter rises slowly. He sinks into thought, and inadvertently lowers his hand. Raiden immediately goes into high alert (isosceles stance) and points his weapon at Peter.

RAIDEN
Did I tell you you could move?



At that moment, a noise sounds from the double swinging doors on the cafeteria side.

PLISKIN
It's all right. He's not one of the bad guys.

Raiden swings the barrel toward the voice. Pliskin enters from the cafeteria side, an M4 slung over one shoulder. He has more color in his face than he did before.

PLISKIN
Don't go pointing that thing everywhere, kid.

Raiden, recognizing Pliskin, lowers his gun. Pliskin walks up to Peter. He appears completely at ease.

PLISKIN
What's your name?

PETER
My name is Peter.

Pliskin digs into his memory for facts about Peter.

PLISKIN
Lecturer at NAVSCOLEOD Indian Head ... Also a consultant for the NYPD[3] bomb squad.

Peter's face darkens (because Pliskin has heard of him, and also for having his past accomplishments enumerated in this way).

PETER
A poor old man who got dragged along for this picnic.

Peter gets up and walks over. His right leg is disabled, and he limps heavily.

PLISKIN
I thought you'd retired.

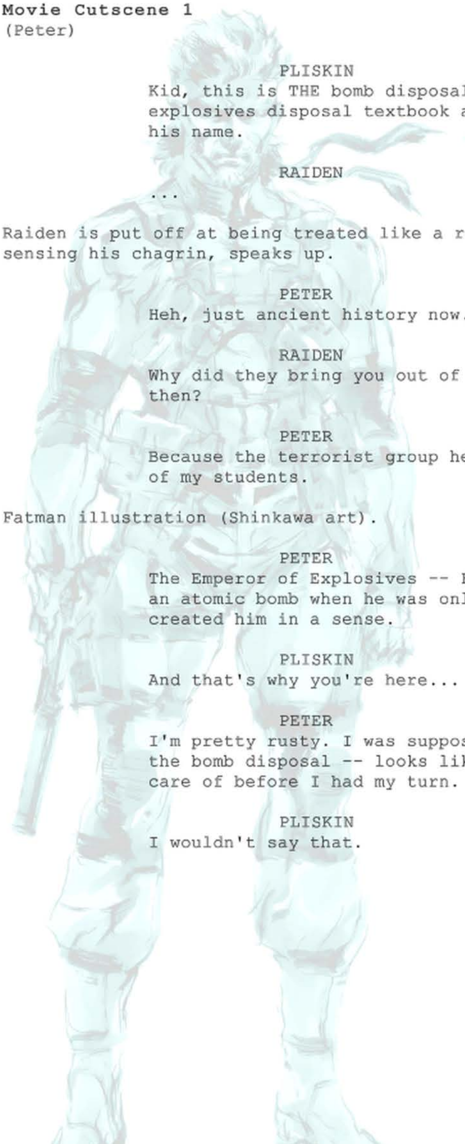
PETER
I did. Can't keep up with everybody, as you can see.

His right leg is a prosthesis. In his right hand is a cane.

PETER
A famous church got wiped off the map thanks to me. With too many lives inside. All I lost was this leg.

Raiden does not understand much of the conversation. What he can follow is that this is the explosives expert that came in with Bravo Team.

RAIDEN
So you're the bomb disposal guy?



Peter Encounter 2

Movie Cutscene 1
(Peter)

PLISKIN
Kid, this is THE bomb disposal guy. Open any explosives disposal textbook and you'll see his name.

RAIDEN
...

Raiden is put off at being treated like a rookie by Pliskin. Peter, sensing his chagrin, speaks up.

PETER
Heh, just ancient history now.

RAIDEN
Why did they bring you out of retirement then?

PETER
Because the terrorist group here includes one of my students.

Fatman illustration (Shinkawa art).

PETER
The Emperor of Explosives -- Fatman. He built an atomic bomb when he was only ten. I created him in a sense.

PLISKIN
And that's why you're here...

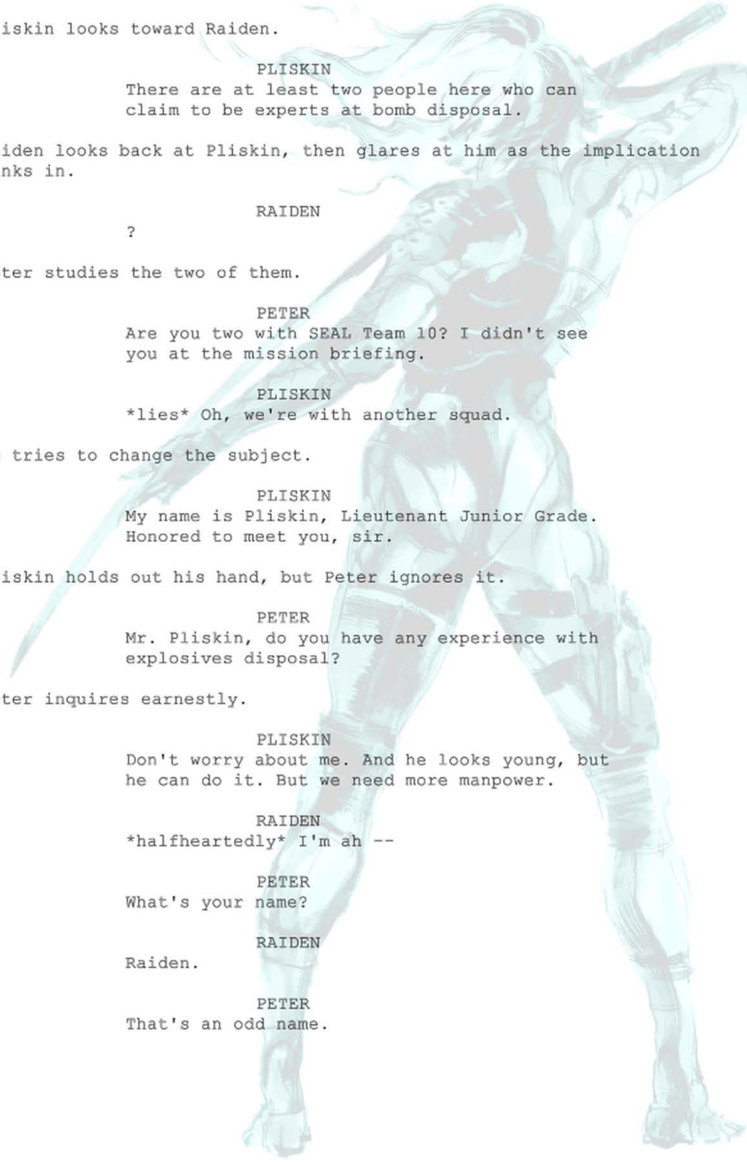
PETER
I'm pretty rusty. I was supposed to supervise the bomb disposal -- looks like it was taken care of before I had my turn.

PLISKIN
I wouldn't say that.

Peter Encounter 3

3D Cutscene 2

((MC) - Strut C Living Quarters, Kitchen)



Pliskin looks toward Raiden.

PLISKIN
There are at least two people here who can claim to be experts at bomb disposal.

Raiden looks back at Pliskin, then glares at him as the implication sinks in.

RAIDEN
?

Peter studies the two of them.

PETER
Are you two with SEAL Team 10? I didn't see you at the mission briefing.

PLISKIN
lies Oh, we're with another squad.

He tries to change the subject.

PLISKIN
My name is Pliskin, Lieutenant Junior Grade. Honored to meet you, sir.

Pliskin holds out his hand, but Peter ignores it.

PETER
Mr. Pliskin, do you have any experience with explosives disposal?

Peter inquires earnestly.

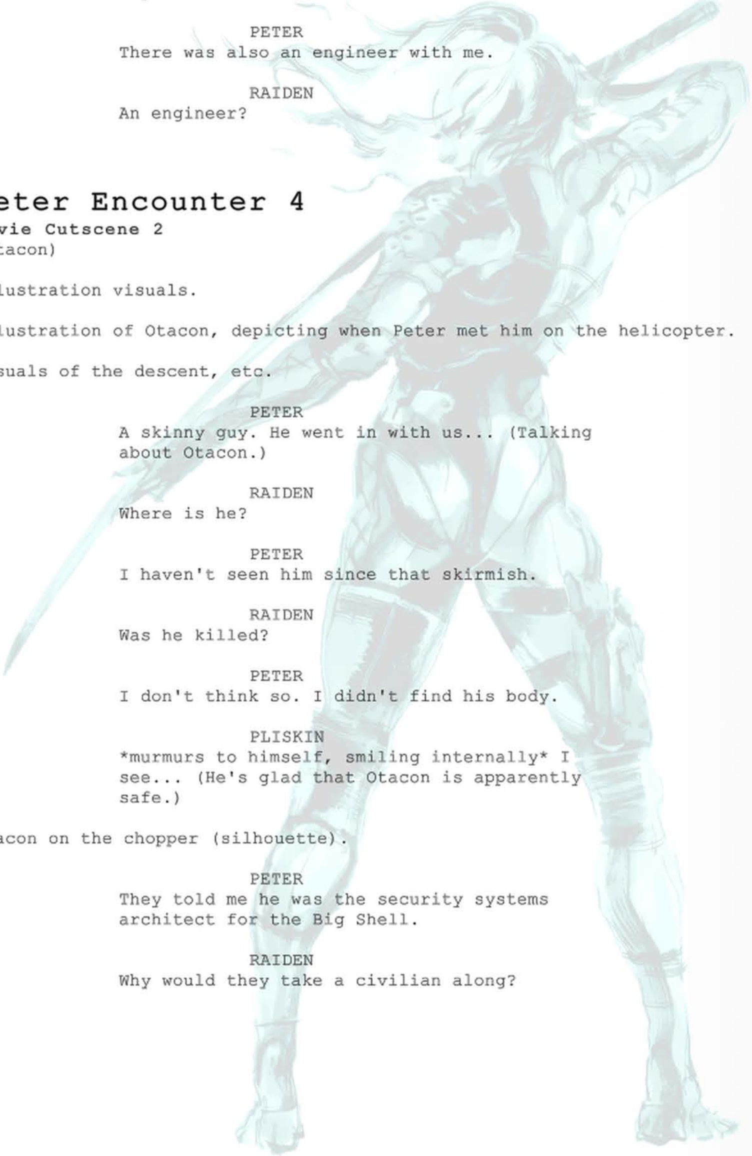
PLISKIN
Don't worry about me. And he looks young, but he can do it. But we need more manpower.

RAIDEN
halfheartedly I'm ah --

PETER
What's your name?

RAIDEN
Raiden.

PETER
That's an odd name.



Raiden looks away, then asks a question.

RAIDEN
Any other survivors?

PETER
There was also an engineer with me.

RAIDEN
An engineer?

Peter Encounter 4

Movie Cutscene 2

(Otacon)

Illustration visuals.

Illustration of Otacon, depicting when Peter met him on the helicopter.

Visuals of the descent, etc.

PETER
A skinny guy. He went in with us... (Talking about Otacon.)

RAIDEN
Where is he?

PETER
I haven't seen him since that skirmish.

RAIDEN
Was he killed?

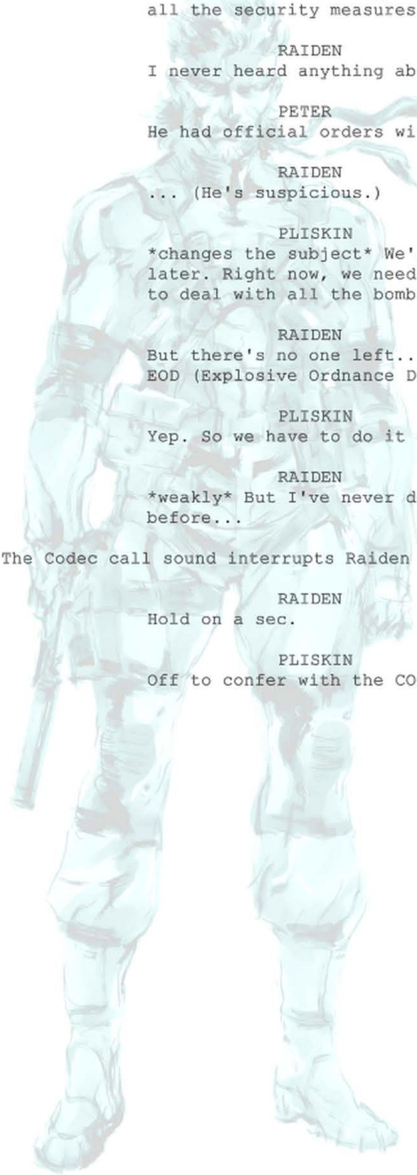
PETER
I don't think so. I didn't find his body.

PLISKIN
murmurs to himself, smiling internally I see... (He's glad that Otacon is apparently safe.)

Otacon on the chopper (silhouette).

PETER
They told me he was the security systems architect for the Big Shell.

RAIDEN
Why would they take a civilian along?



PETER
Everything in this structure is computer-controlled. He was supposed to get us past all the security measures.

RAIDEN
I never heard anything about that.

PETER
He had official orders with him.

RAIDEN
... (He's suspicious.)

PLISKIN
changes the subject We'll leave that for later. Right now, we need to figure out how to deal with all the bombs.

RAIDEN
But there's no one left... from the SEAL's EOD (Explosive Ordnance Disposal) squad.

PLISKIN
Yep. So we have to do it ourselves.

RAIDEN
weakly But I've never defused a bomb before...

The Codec call sound interrupts Raiden mid-sentence.

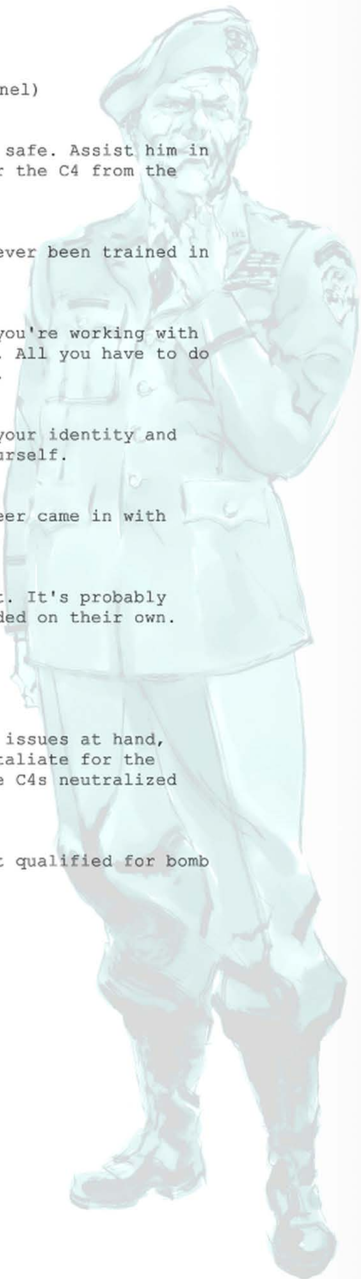
RAIDEN
Hold on a sec.

PLISKIN
Off to confer with the CO again?

Peter Encounter 5

Codec Call 1

(mandatory incoming call from the Colonel)



COLONEL

Glad to hear Stillman is safe. Assist him in any way possible to clear the C4 from the structure.

RAIDEN

Colonel, you know I've never been trained in bomb disposal.

COLONEL

It's all right. The man you're working with is the best in the field. All you have to do is follow his directions.

COLONEL

You will of course keep your identity and mission objectives to yourself.

RAIDEN

Is it true that an engineer came in with Stillman?

COLONEL

I wasn't informed of that. It's probably something the SEALs decided on their own.

RAIDEN

...

COLONEL

There are more important issues at hand, Raiden. The enemy may retaliate for the failed assault. Get those C4s neutralized now.

RAIDEN

weakly Colonel, I'm not qualified for bomb disposal.

Rose cuts in.

ROSE
Jack, it's me.

RAIDEN
Rose?

ROSE
You can do this. Trust me.

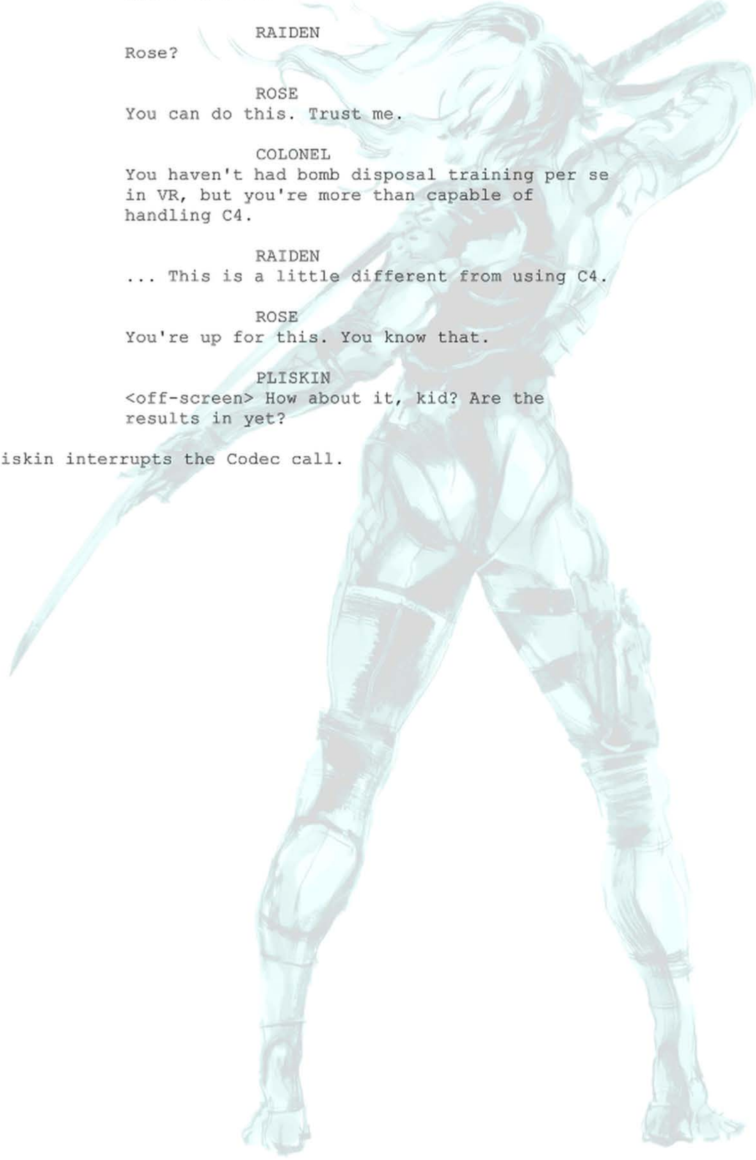
COLONEL
You haven't had bomb disposal training per se in VR, but you're more than capable of handling C4.

RAIDEN
... This is a little different from using C4.

ROSE
You're up for this. You know that.

PLISKIN
<off-screen> How about it, kid? Are the results in yet?

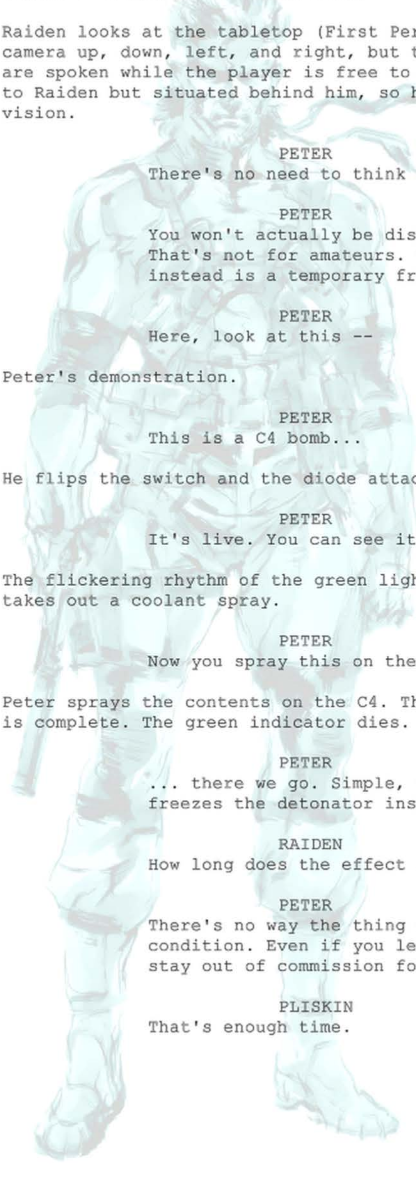
Pliskin interrupts the Codec call.



Peter Encounter 6

Interactive First Person Cutscene 1

(Strut C Living Quarters, Kitchen)



Raiden looks at the tabletop (First Person View). The player can pan the camera up, down, left, and right, but they cannot move. The lines below are spoken while the player is free to move the camera. Pliskin is next to Raiden but situated behind him, so he does not fall into his field of vision.

PETER
There's no need to think about this so much.

PETER
You won't actually be dismantling the bomb. That's not for amateurs. What we'll try here instead is a temporary freezing measure.

PETER
Here, look at this --

Peter's demonstration.

PETER
This is a C4 bomb...

He flips the switch and the diode attached to the C4 lights up green.

PETER
It's live. You can see it pulsing.

The flickering rhythm of the green light does resemble a pulse. Peter takes out a coolant spray.

PETER
Now you spray this on the sucker and...

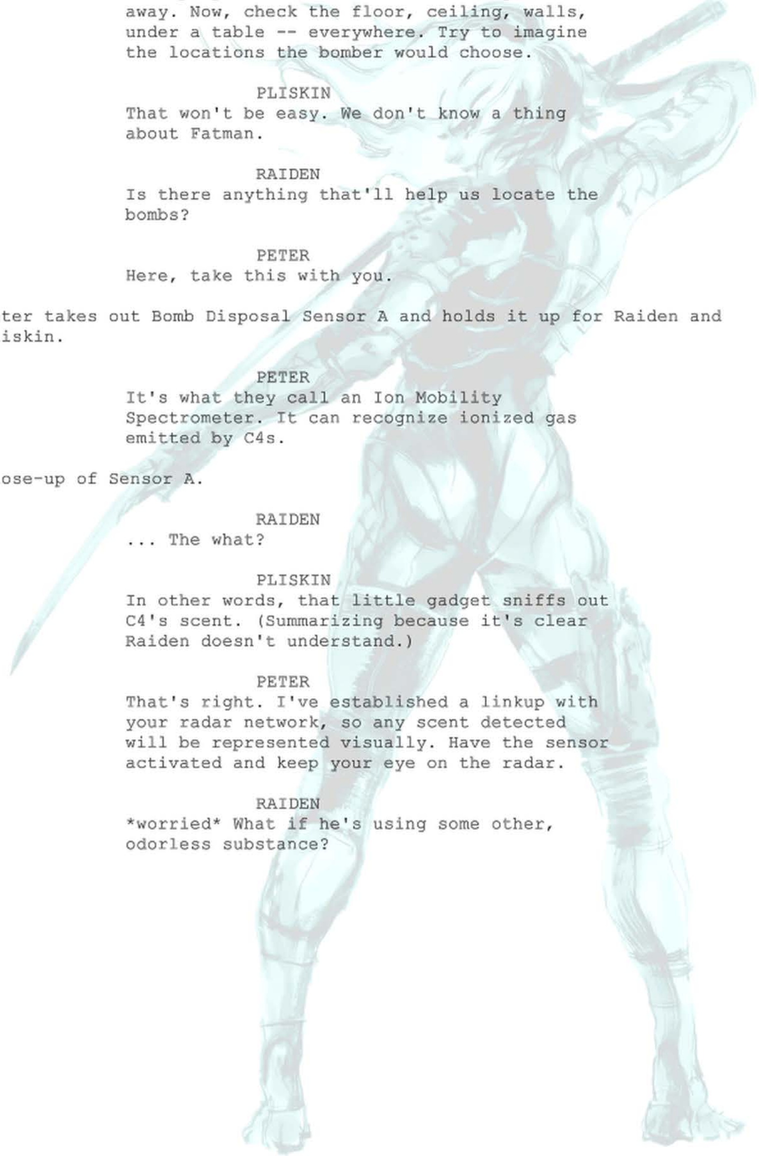
Peter sprays the contents on the C4. The C4 is frozen, and the disposal is complete. The green indicator dies. A close or wide shot of the bomb.

PETER
... there we go. Simple, huh? The spray freezes the detonator instantly.

RAIDEN
How long does the effect last?

PETER
There's no way the thing can detonate in this condition. Even if you leave it alone, it'll stay out of commission for at least 24 hours.

PLISKIN
That's enough time.



PETER

If we had the manpower, I'd recommend complete disposal. But this will have to do. The spray can be used from several yards away. Now, check the floor, ceiling, walls, under a table -- everywhere. Try to imagine the locations the bomber would choose.

PLISKIN

That won't be easy. We don't know a thing about Fatman.

RAIDEN

Is there anything that'll help us locate the bombs?

PETER

Here, take this with you.

Peter takes out Bomb Disposal Sensor A and holds it up for Raiden and Pliskin.

PETER

It's what they call an Ion Mobility Spectrometer. It can recognize ionized gas emitted by C4s.

Close-up of Sensor A.

RAIDEN

... The what?

PLISKIN

In other words, that little gadget sniffs out C4's scent. (Summarizing because it's clear Raiden doesn't understand.)

PETER

That's right. I've established a linkup with your radar network, so any scent detected will be represented visually. Have the sensor activated and keep your eye on the radar.

RAIDEN

worried What if he's using some other, odorless substance?

Peter Encounter 7

Movie Cutscene 3

(Fatman)

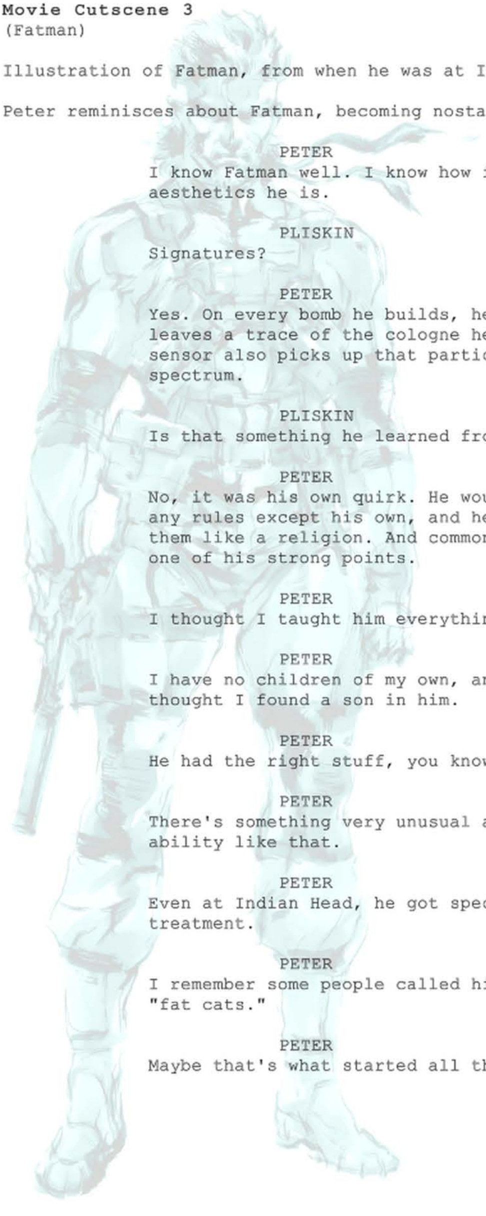


Illustration of Fatman, from when he was at Indian Head.

Peter reminisces about Fatman, becoming nostalgic.

PETER

I know Fatman well. I know how into his own aesthetics he is.

PLISKIN

Signatures?

PETER

Yes. On every bomb he builds, he always leaves a trace of the cologne he uses. The sensor also picks up that particular scent spectrum.

PLISKIN

Is that something he learned from you?

PETER

No, it was his own quirk. He wouldn't work by any rules except his own, and he followed them like a religion. And common sense wasn't one of his strong points.

PETER

I thought I taught him everything I knew...

PETER

I have no children of my own, and I... thought I found a son in him.

PETER

He had the right stuff, you know.

PETER

There's something very unusual about an ability like that.

PETER

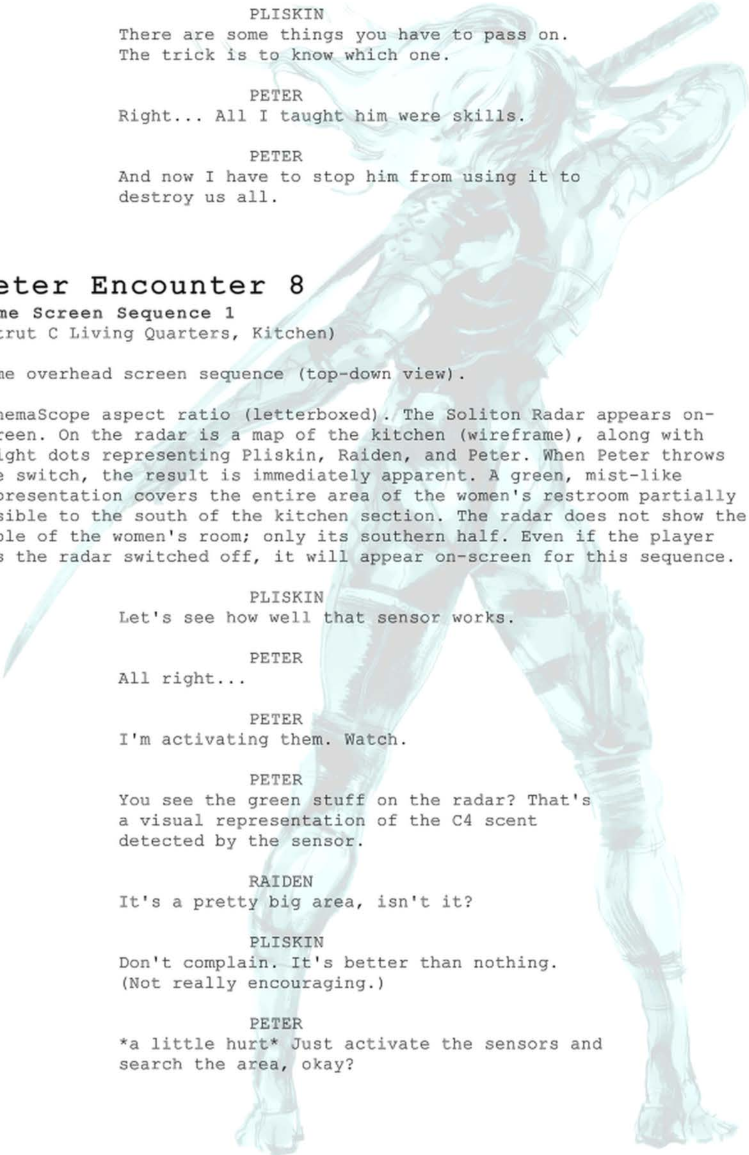
Even at Indian Head, he got special treatment.

PETER

I remember some people called him one of the "fat cats."

PETER

Maybe that's what started all this.



PETER
I didn't teach him the most important thing I had to tell him.

PLISKIN
There are some things you have to pass on. The trick is to know which one.

PETER
Right... All I taught him were skills.

PETER
And now I have to stop him from using it to destroy us all.

Peter Encounter 8

Game Screen Sequence 1
(Strut C Living Quarters, Kitchen)

Game overhead screen sequence (top-down view).

CinemaScope aspect ratio (letterboxed). The Soliton Radar appears on-screen. On the radar is a map of the kitchen (wireframe), along with bright dots representing Pliskin, Raiden, and Peter. When Peter throws the switch, the result is immediately apparent. A green, mist-like representation covers the entire area of the women's restroom partially visible to the south of the kitchen section. The radar does not show the whole of the women's room; only its southern half. Even if the player has the radar switched off, it will appear on-screen for this sequence.

PLISKIN
Let's see how well that sensor works.

PETER
All right...

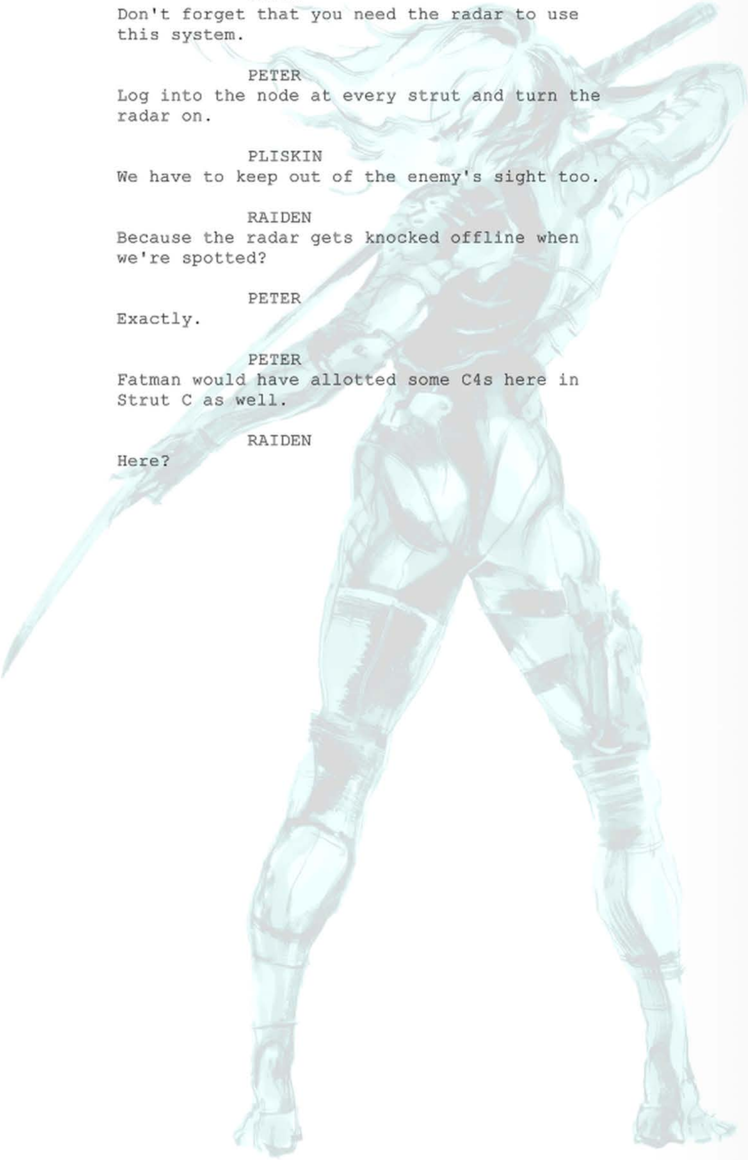
PETER
I'm activating them. Watch.

PETER
You see the green stuff on the radar? That's a visual representation of the C4 scent detected by the sensor.

RAIDEN
It's a pretty big area, isn't it?

PLISKIN
Don't complain. It's better than nothing.
(Not really encouraging.)

PETER
a little hurt Just activate the sensors and search the area, okay?



RAIDEN
All right.

PETER
Don't forget that you need the radar to use this system.

PETER
Log into the node at every strut and turn the radar on.

PLISKIN
We have to keep out of the enemy's sight too.

RAIDEN
Because the radar gets knocked offline when we're spotted?

PETER
Exactly.

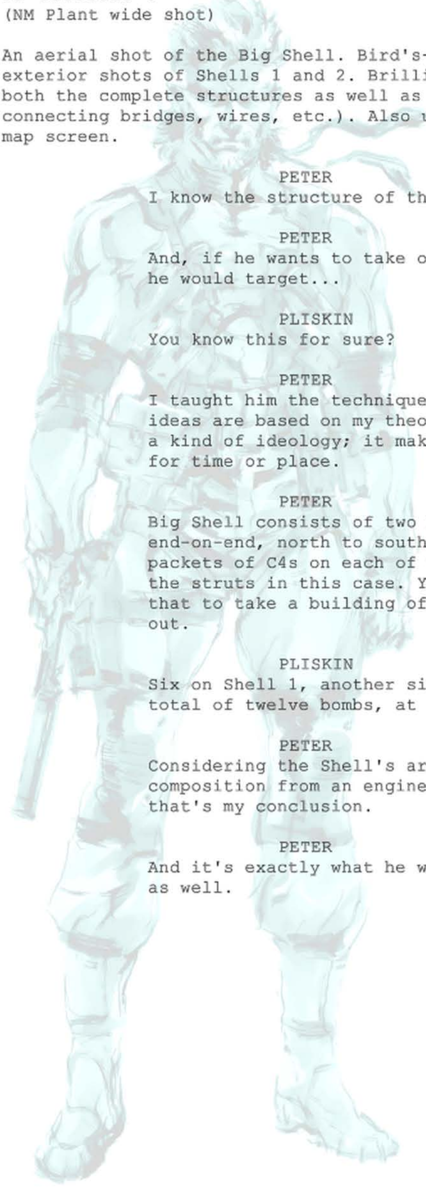
PETER
Fatman would have allotted some C4s here in Strut C as well.

RAIDEN
Here?

Peter Encounter 9

3D Cutscene 3

(NM Plant wide shot)



An aerial shot of the Big Shell. Bird's-eye view, wide shot. Full exterior shots of Shells 1 and 2. Brilliance of the ocean surface. Show both the complete structures as well as details (Shell struts, connecting bridges, wires, etc.). Also use illustration of the entire map screen.

PETER
I know the structure of this facility.

PETER
And, if he wants to take out the plant, where he would target...

PLISKIN
You know this for sure?

PETER
I taught him the techniques he uses. His ideas are based on my theories. Demolition is a kind of ideology; it makes no exceptions for time or place.

PETER
Big Shell consists of two hexagons joined end-on-end, north to south. There should be packets of C4s on each of the vertices, or the struts in this case. You need at least that to take a building of this integrity out.

PLISKIN
Six on Shell 1, another six on Shell 2 ...a total of twelve bombs, at least?

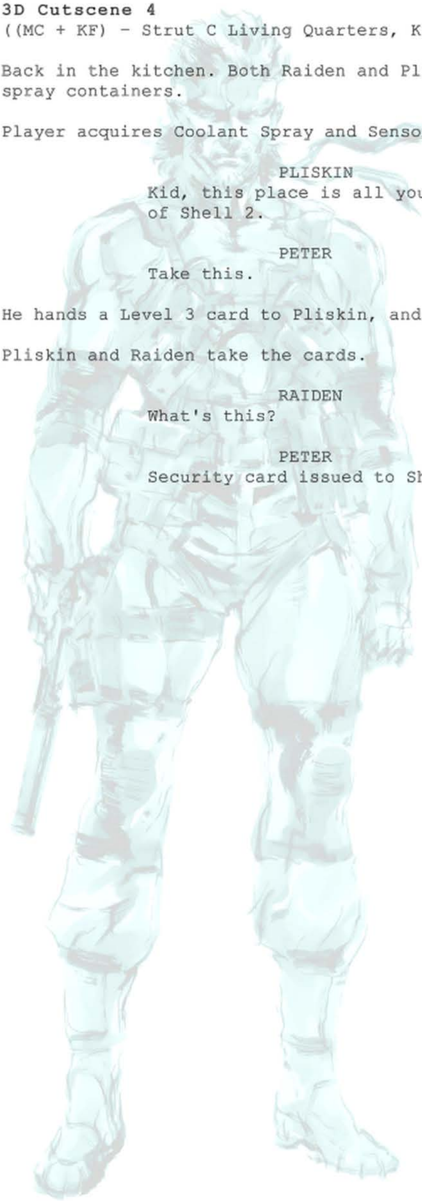
PETER
Considering the Shell's architecture and composition from an engineering standpoint -- that's my conclusion.

PETER
And it's exactly what he would have decided as well.

Peter Encounter 10

3D Cutscene 4

((MC + KF) - Strut C Living Quarters, Kitchen)



Back in the kitchen. Both Raiden and Pliskin have their sensors and spray containers.

Player acquires Coolant Spray and Sensor A.

PLISKIN
Kid, this place is all yours. I'll take care of Shell 2.

PETER
Take this.

He hands a Level 3 card to Pliskin, and a Level 1 card to Raiden.

Pliskin and Raiden take the cards.

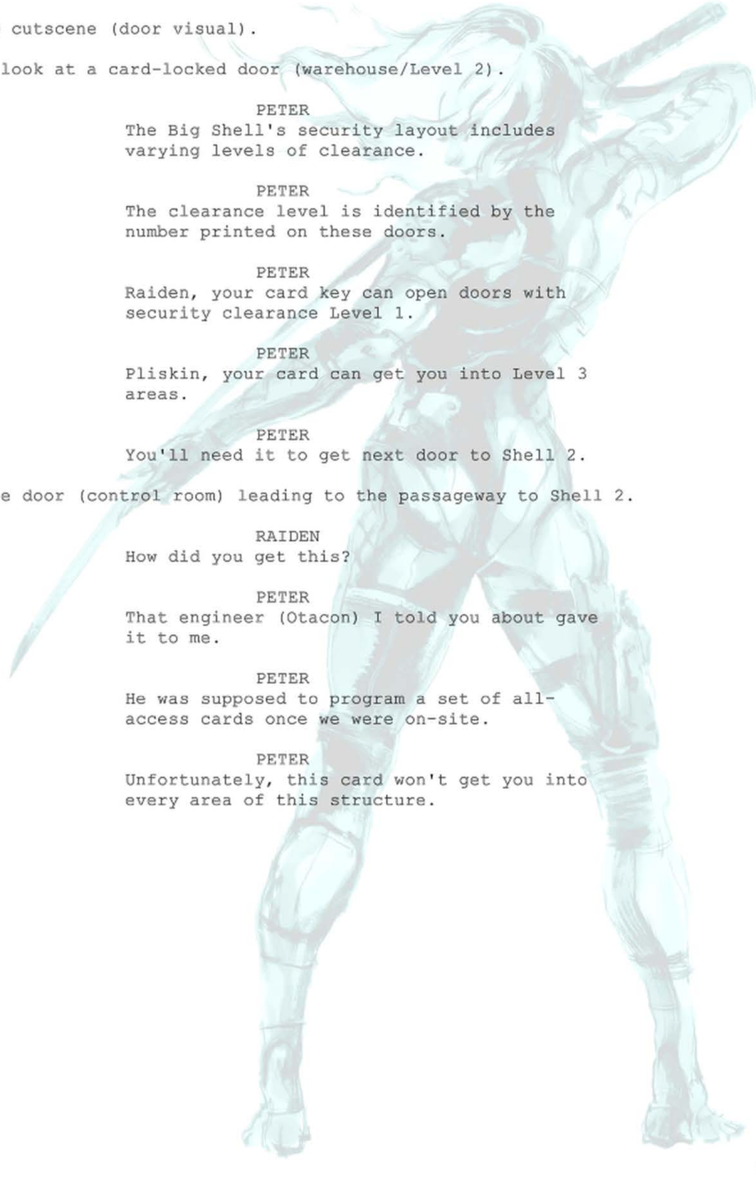
RAIDEN
What's this?

PETER
Security card issued to Shell personnel.

Peter Encounter 11

3D Cutscene 5

(NM Door Explanation)



3D cutscene (door visual).

A look at a card-locked door (warehouse/Level 2).

PETER
The Big Shell's security layout includes varying levels of clearance.

PETER
The clearance level is identified by the number printed on these doors.

PETER
Raiden, your card key can open doors with security clearance Level 1.

PETER
Pliskin, your card can get you into Level 3 areas.

PETER
You'll need it to get next door to Shell 2.

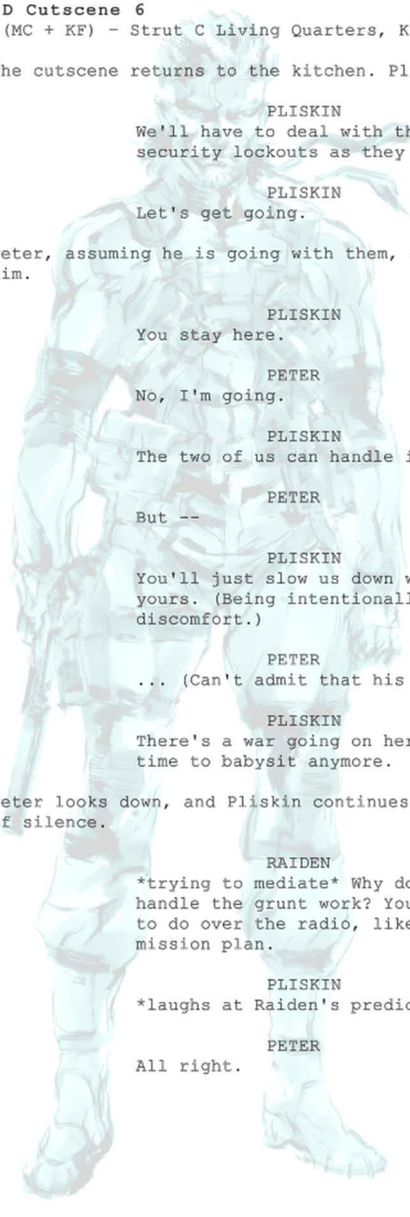
The door (control room) leading to the passageway to Shell 2.

RAIDEN
How did you get this?

PETER
That engineer (Otacon) I told you about gave it to me.

PETER
He was supposed to program a set of all-access cards once we were on-site.

PETER
Unfortunately, this card won't get you into every area of this structure.



Peter Encounter 12

3D Cutscene 6

((MC + KF) - Strut C Living Quarters, Kitchen)

The cutscene returns to the kitchen. Pliskin quickly puts away his card.

PLISKIN
We'll have to deal with the remaining security lockouts as they come up.

PLISKIN
Let's get going.

Peter, assuming he is going with them, starts to move out. Pliskin stops him.

PLISKIN
You stay here.

PETER
No, I'm going.

PLISKIN
The two of us can handle it, don't worry.

PETER
But --

PLISKIN
You'll just slow us down with that leg of yours. (Being intentionally cold to cause discomfort.)

PETER
... (Can't admit that his leg is fine.)

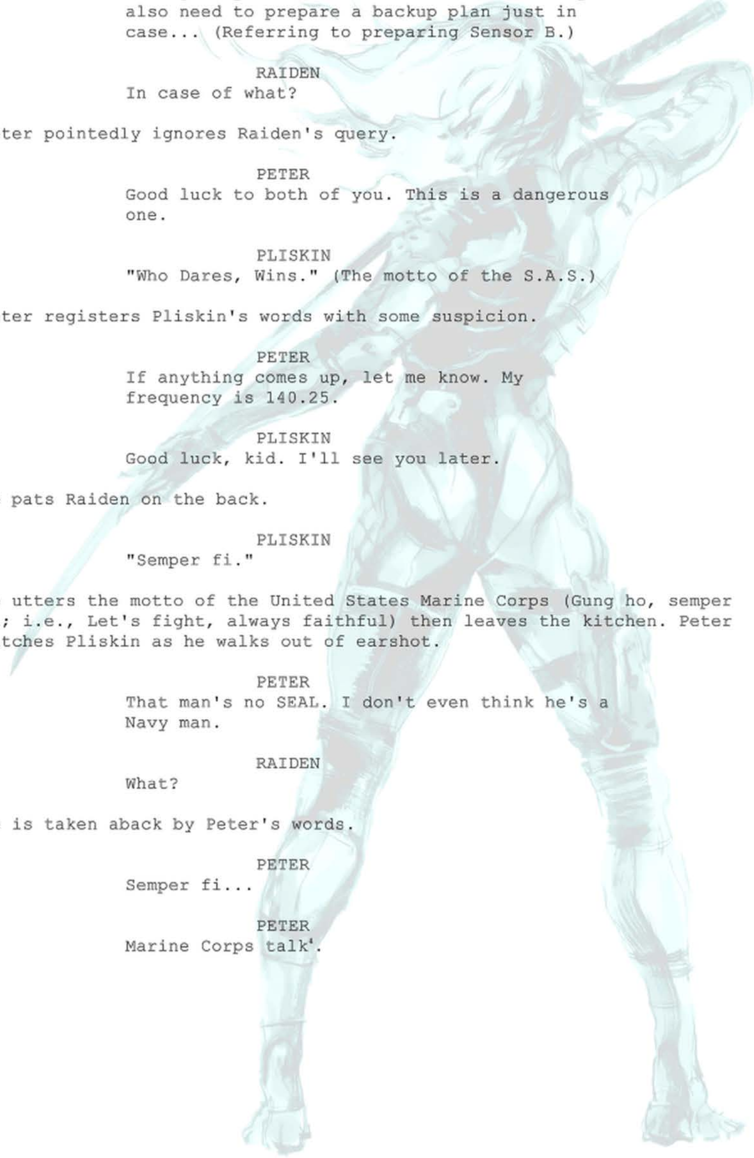
PLISKIN
There's a war going on here. I don't have time to babysit anymore.

Peter looks down, and Pliskin continues to stare at him coldly. A beat of silence.

RAIDEN
trying to mediate Why don't you let us handle the grunt work? You can tell us what to do over the radio, like in the original mission plan.

PLISKIN
laughs at Raiden's predictable reaction ...

PETER
All right.



Peter sits down heavily.

PETER
I'll give you instructions from here. I may also need to prepare a backup plan just in case... (Referring to preparing Sensor B.)

RAIDEN
In case of what?

Peter pointedly ignores Raiden's query.

PETER
Good luck to both of you. This is a dangerous one.

PLISKIN
"Who Dares, Wins." (The motto of the S.A.S.)

Peter registers Pliskin's words with some suspicion.

PETER
If anything comes up, let me know. My frequency is 140.25.

PLISKIN
Good luck, kid. I'll see you later.

He pats Raiden on the back.

PLISKIN
"Semper fi."

He utters the motto of the United States Marine Corps (Gung ho, semper fi; i.e., Let's fight, always faithful) then leaves the kitchen. Peter watches Pliskin as he walks out of earshot.

PETER
That man's no SEAL. I don't even think he's a Navy man.

RAIDEN
What?

He is taken aback by Peter's words.

PETER
Semper fi...

PETER
Marine Corps talk'.

Peter Encounter 13

Movie Cutscene 4

(Pliskin)

Visual of the assault team, then of Pliskin.

Visual of Pliskin (flashback).

Snake with his radio headphones on (flashback).

PETER
Normally, team leaders stay in the CP (Command Post) and give orders with those headphones. And as far as I know, SEALs keep their officers away from the field.

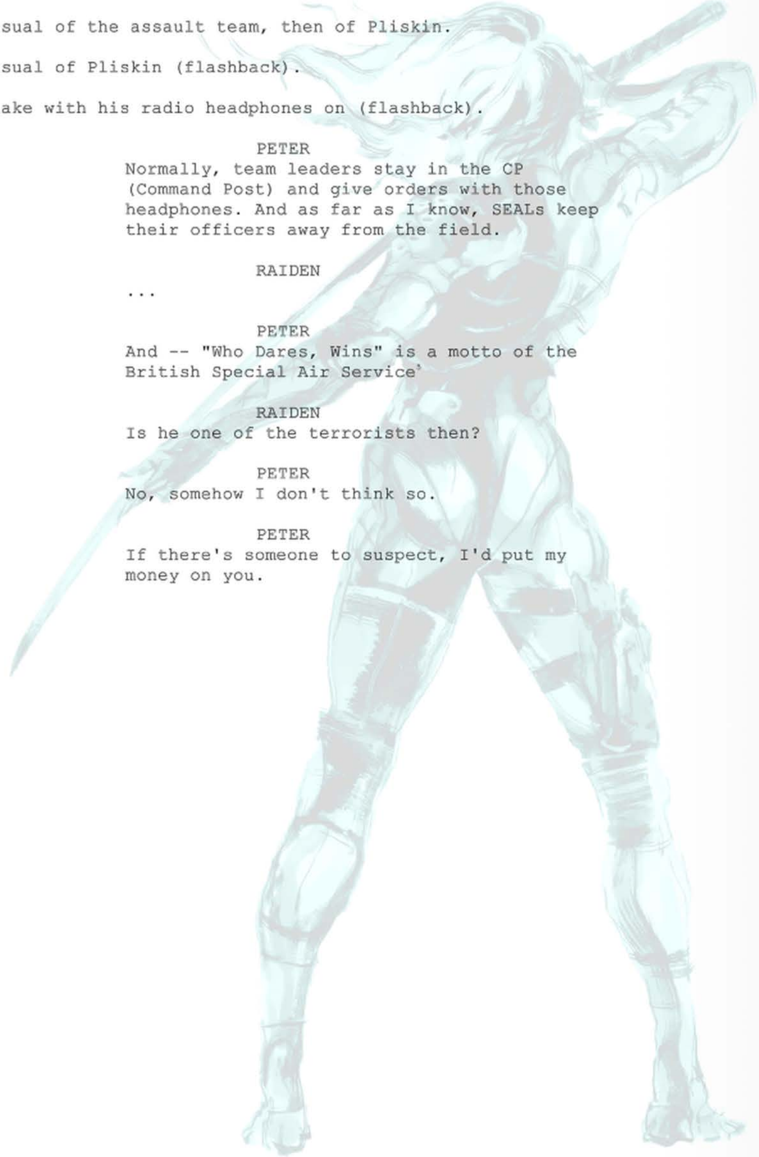
RAIDEN
...

PETER
And -- "Who Dares, Wins" is a motto of the British Special Air Service'

RAIDEN
Is he one of the terrorists then?

PETER
No, somehow I don't think so.

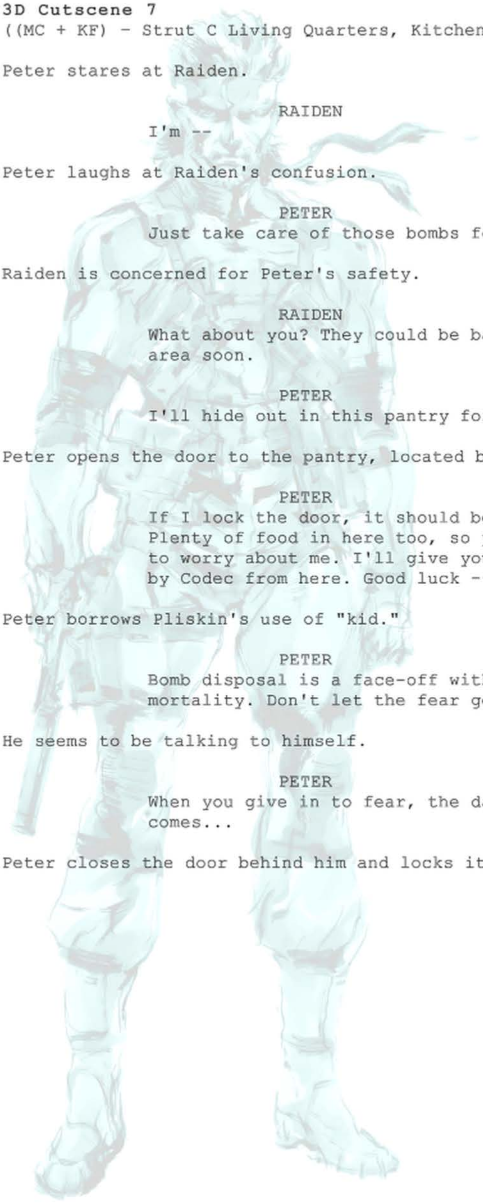
PETER
If there's someone to suspect, I'd put my money on you.



Peter Encounter 14

3D Cutscene 7

((MC + KF) - Strut C Living Quarters, Kitchen)



Peter stares at Raiden.

RAIDEN
I'm --

Peter laughs at Raiden's confusion.

PETER
Just take care of those bombs for now.

Raiden is concerned for Peter's safety.

RAIDEN
What about you? They could be back in this area soon.

PETER
I'll hide out in this pantry for a while.

Peter opens the door to the pantry, located behind them.

PETER
If I lock the door, it should be all right. Plenty of food in here too, so you won't need to worry about me. I'll give you instructions by Codec from here. Good luck -- kid.

Peter borrows Pliskin's use of "kid."

PETER
Bomb disposal is a face-off with your own mortality. Don't let the fear get to you.

He seems to be talking to himself.

PETER
When you give in to fear, the darkness comes...

Peter closes the door behind him and locks it.

Footnotes

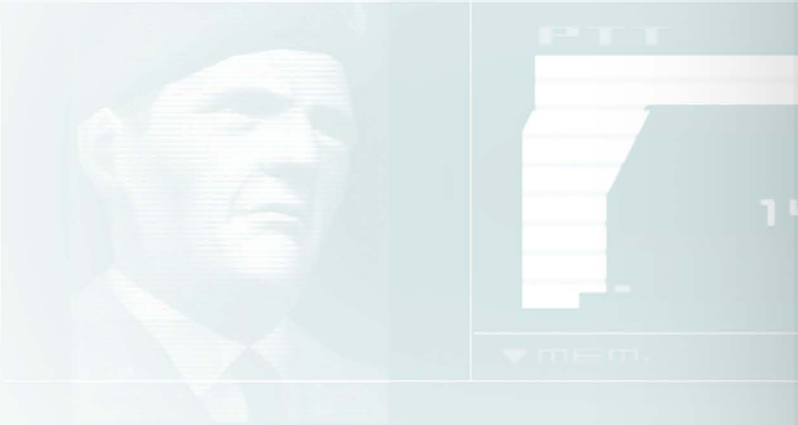
[1] A special operations force of the U.S. Navy. Mainly tasked with infiltrating ahead of allied forces and performing reconnaissance as well as diversionary and other operations. Known for its highly skilled operators.

[2] A stable plastic explosive used by the United States Armed Forces. It is made by mixing a high-performance explosive with materials such as resin and wax.

[3] Acronym for the New York City Police Department.

[4] In the Japanese script, Stillman refers to Pliskin's "Semper fi..." comment as "jarhead talk"; jarhead is a nickname for members of the United States Marine Corps that comes from their trademark haircut—short on the sides, flat on top.

[5] Acronym for the U.K. military's Special Air Service, one of the most elite counter-terrorism units in the world.



Codec Conversations

•Colonel

Prior to Meeting Stillman

Deep sea dock - get on the elevator

COLONEL
Raiden, first get to the upper section of the Big Shell. Take the elevator in the north end of the area.

COLONEL
To get to the elevator area, go through the connecting passageway to the north. The passage is behind a watertight hatch. It should look like a door with a circular handle.

Near submersible

COLONEL
Raiden, over there is the submarine for deep-sea dives.

COLONEL
It is apparently used in repairing submerged areas of the Big Shell... and for studying deep-sea ecosystems and changes in water quality.

COLONEL
It can dive to depths of around 500m, at a maximum speed of roughly 3 knots.

COLONEL
In addition to its normal water-resistant lighting—it is also outfitted with lighting resistant to muddy water.

COLONEL
I doubt that you will get it to work, though.

COLONEL
That submarine is not operational. It doesn't pose any threat. Forget about it and return to your duties.

Diving suit

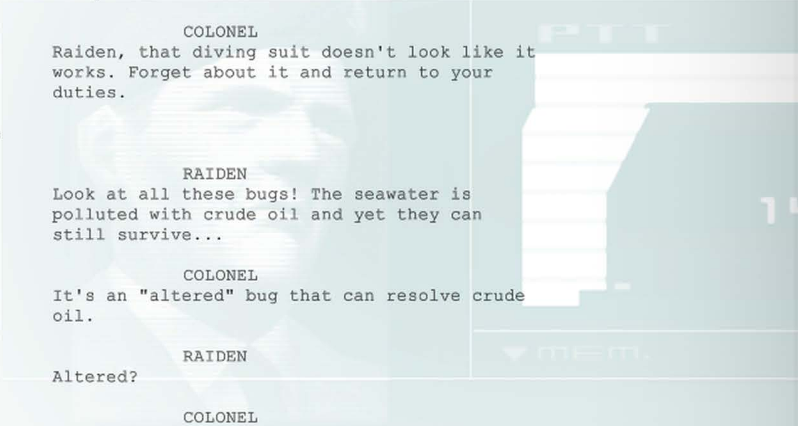
RAIDEN
Colonel, there's a JIM suit.

COLONEL
Hmm. Looks like a high barometric pressure diving suit. By maintaining barometric pressure within the suit, it should allow its wearer to carry out work at sea depths of as much as 300m.

COLONEL
But it doesn't look even remotely usable. It's a very old model.

RAIDEN
Yeah. And it's rusted all over. It doesn't even look like it's been used...

*Second and subsequent times



COLONEL
Raiden, that diving suit doesn't look like it works. Forget about it and return to your duties.

Sea lice

RAIDEN
Look at all these bugs! The seawater is polluted with crude oil and yet they can still survive...

COLONEL
It's an "altered" bug that can resolve crude oil.

RAIDEN
Altered?

COLONEL
Yes, through genetic engineering. It was created in the lab to combat frequent oil spills. It doesn't exist naturally.

COLONEL
The bug is genetically altered with DNA from a bacteria called Pseudomonas, which can decompose crude oil.

COLONEL
It has an enzyme in its body that can break up oil, and was modified so it instinctively consumes any crude oil that it absorbs.

COLONEL
One of the reasons the "Big Shell" has little oil pollution is because of this bug.

COLONEL
It also helps in reducing costs and the number of spill maintenance workers.

COLONEL
It's a form of bio-remediation. It's for the most part innocuous, so no need to be worried.

COLONEL
Those bugs have ravenous appetites. Be careful that they don't end up eating your rations.

COLONEL
Shake your equipment to protect the items from sea lice.

*If sea lice are eating the player's rations

COLONEL
Raiden, the sea lice are getting fat on your rations. Shake the equipment window to get rid of the bugs.

Wire fence door that won't open

COLONEL
Raiden, I don't think that door will open. Find another route to the other side.

Near duct

COLONEL
Look down near your feet. See that duct? Ducts can be crawled into.

-->Intrusion View (p. 206)

Near somewhere player can crawl into

COLONEL
You could probably get in down there if you crawl.

COLONEL
If you hide well, you can probably escape when being pursued by the enemy.

-->Intrusion View (p. 206)

Intrusion View

(1)

COLONEL

Whenever you crawl into a narrow space, the camera will automatically switch to Intrusion View.

COLONEL

Push the left analog stick up to move forward, down to move back. Push left and right to turn in those directions.

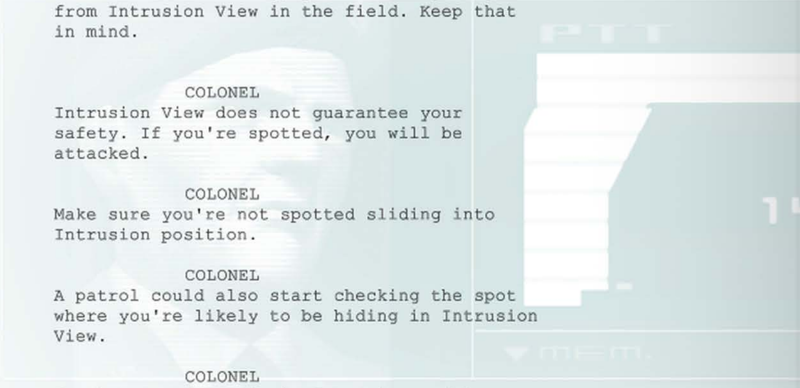
COLONEL

Keep an eye on the enemy and proceed under cover at all times. You absolutely cannot afford to be spotted.

(2)

COLONEL

Unlike in VR training, you can use your gun from Intrusion View in the field. Keep that in mind.



(3)

COLONEL

Intrusion View does not guarantee your safety. If you're spotted, you will be attacked.

COLONEL

Make sure you're not spotted sliding into Intrusion position.

COLONEL

A patrol could also start checking the spot where you're likely to be hiding in Intrusion View.

COLONEL

In that case, remain in Intrusion and keep moving to stay out of the enemy's sight.

COLONEL

The Intrusion View is no free lunch. Got that?

How to swim above water (incoming call after entering water)

COLONEL

Got your feet wet? These are the basic controls for swimming.

*If player is in water

(Movement)

COLONEL
When you're on the surface, you can swim in corresponding directions using the up, down, left and right movement of the left analog stick.

COLONEL
Push the Punch Button to dive down from the surface.

How to swim underwater

COLONEL
Stroke the water and move forward by pushing the Punch Button. Push it in rapid succession to swim faster.

COLONEL
Change your heading by moving the left analog stick. Up will take you up, down takes you lower, left and right to face those directions.

COLONEL
The O2 Gauge will appear under your Life Gauge while you're underwater. The gauge corresponds to the amount of air you can hold from a single deep breath.

COLONEL
Once the O2 Gauge falls to zero, the Life Gauge will start to drop. You need to be aware of that.

High-speed turns (right stick while underwater)

COLONEL
Use the right analog stick to make high-speed turns. Move it to the left or right to make 90-degree turns in those directions, and down to make a 180-degree spin.

Underwater - no weapons

COLONEL
A word of warning: weapons become useless when you're in water. Though I doubt you'll be encountering any enemies underwater...

Underwater - rationing air

COLONEL
When you start to feel the lack of air, hit the Action Button repeatedly. This will let you ration your air supply better and slow the decline of your O2 Gauge.

Skull Suit secret (underwater, about Skull Suit)

COLONEL
Raiden, that Skull Suit of yours is designed to minimize drag when you're underwater. Try feeling the suit's skin.

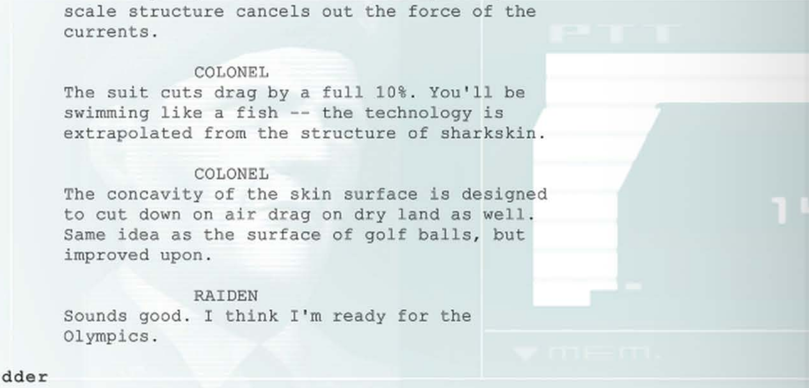
RAIDEN
Sort of sandpapery...

COLONEL
What you're feeling is a series of microscopic grooves. This water-repelling scale structure cancels out the force of the currents.

COLONEL
The suit cuts drag by a full 10%. You'll be swimming like a fish -- the technology is extrapolated from the structure of sharkskin.

COLONEL
The concavity of the skin surface is designed to cut down on air drag on dry land as well. Same idea as the surface of golf balls, but improved upon.

RAIDEN
Sounds good. I think I'm ready for the Olympics.



Near ladder

COLONEL
Raiden, do you see the ladder? Walk up to the ladder and push the Action Button to start climbing.

Urging the player along

*If the player has been in the Strut A Deep Sea Dock area for a while

COLONEL
Raiden, you should be used to the controls by now. Proceed with your mission -- the clock is ticking.

COLONEL
Get on the elevator on the far side of this area and get to the upper section of the Big Shell.

Near watertight hatch

COLONEL
Raiden, that door is watertight.

*If player has played Tanker Chapter

RAIDEN
Yeah, I know how to open it. We covered it in VR training.

COLONEL
True. Proceed with caution.

*If player hasn't played Tanker Chapter

COLONEL
Turn the handle to open the door.

COLONEL
Face the door and press down on the Action Button and the handle will turn.

COLONEL
Punch the Action Button repeatedly if you need to turn it faster.

Find the node

COLONEL
Before you head for the upper section of the Big Shell, log into the node.

COLONEL
The node is at the far end of that area, to the east of the elevator.

There's another intruder?

*Deep Sea Dock, after catching a glimpse of Snake

RAIDEN
Colonel, that figure just now...!

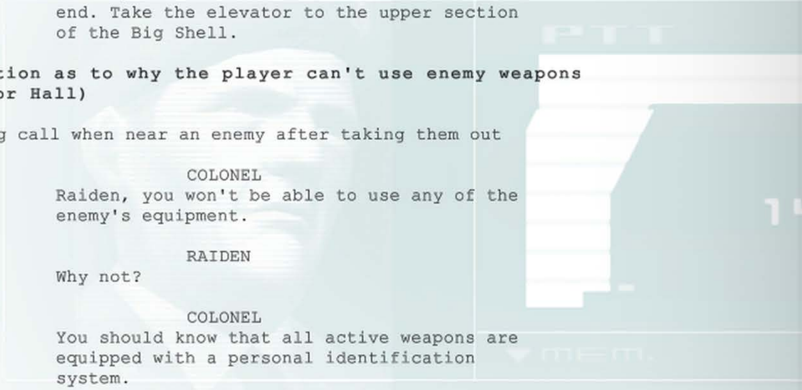
COLONEL
I don't know...

RAIDEN
Who do you think it was?

COLONEL
It wasn't a SEAL, that's for certain. Keep your eyes open.

Find the elevator

COLONEL
Raiden, the elevator is at the extreme north end. Take the elevator to the upper section of the Big Shell.



Explanation as to why the player can't use enemy weapons (Elevator Hall)

*Incoming call when near an enemy after taking them out

COLONEL
Raiden, you won't be able to use any of the enemy's equipment.

RAIDEN
Why not?

COLONEL
You should know that all active weapons are equipped with a personal identification system.

COLONEL
The owner enters the required user ID information during the weapon registration—or at the start of a mission.

COLONEL
If anyone other than the registered user tries to fire the weapon, the ID system will not authorize the action.

RAIDEN
But these are black-market Russian weapons. How can they be equipped with identification functionality?

COLONEL
They must have been customized by the terrorists themselves. These are professionals we're dealing with, and they certainly won't let their own equipment be used against them.

RAIDEN
I'm guessing it's the same for the Navy SEALs' gear.

COLONEL
Right.

RAIDEN
How am I supposed to procure weapons then?

COLONEL
Find the ones that haven't yet been individualized.

COLONEL
Everything you find in the Item Box is clean. You should know this from your VR training.

RAIDEN
OK, I know those.

COLONEL
Items in the Item Box are yours to use at will.

COLONEL
They will be your supply source with regards to weaponry and gear.

VR Missions level (foreshadowing)

*Near entrance. Only for those who have played Tanker Chapter

RAIDEN
Colonel, I remember this place...

COLONEL
Of course you do. This is Level One from the VR missions.

RAIDEN
You're right -- I see it now.

COLONEL
You may not have field experience, but you've been trained in the hyperreality of simulated combat.

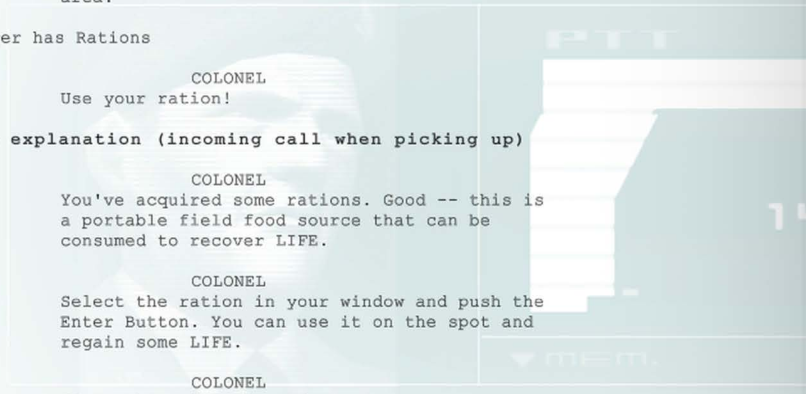
COLONEL
Don't give into fear. Just do as you were trained, and everything will be all right.

Life has almost run out (incoming call)

COLONEL
Raiden, your Life Gauge is about to run out!

*If player doesn't have Rations

COLONEL
Locate some rations. You'll be able to recover some LIFE with it, and there should be some in the eastern section of the South area.



*If player has Rations

COLONEL
Use your ration!

Rations explanation (incoming call when picking up)

COLONEL
You've acquired some rations. Good -- this is a portable field food source that can be consumed to recover LIFE.

COLONEL
Select the ration in your window and push the Enter Button. You can use it on the spot and regain some LIFE.

COLONEL
If you have it selected, you can automatically consume the ration—the moment your LIFE runs out and avoid death.

COLONEL
Rations not only provide nutrition, they also stimulate the immune system and lessen psychological stress.

RAIDEN
Not exactly gourmet, though, is it...?

COLONEL
Stop complaining, Raiden...

*If Rose is present

ROSE
Hang in there, Jack. When the mission is over, I'll make you my specialty.

RAIDEN
Yeah, right.

ROSE
Hm?

RAIDEN
Oh, nothing. I can't wait!

Node infodump

COLONEL
Nodes are the terminals of the operations support computer network for the Big Shell.

COLONEL
Of course, only Big Shell staff can gain access, with their job description—determining their system authority and access.

COLONEL
I installed a program in your nanomachines that automatically enters the passcode for unrestricted access.

COLONEL
Press the Action Button in front of the node to activate it. Use the node by pressing the Action Button in front of the terminal.

Prior to connecting to node

COLONEL
Raiden, the computer terminal you see over there is what's called a node.

RAIDEN
This...?

COLONEL
Right. Log into it right now. Stand in front of the node and push the Action Button.

*Additional dialogue depending on difficulty

COLONEL
You won't be permitted to log into a node during the Alert Mode. Make sure you're not under pursuit when you need to log in.

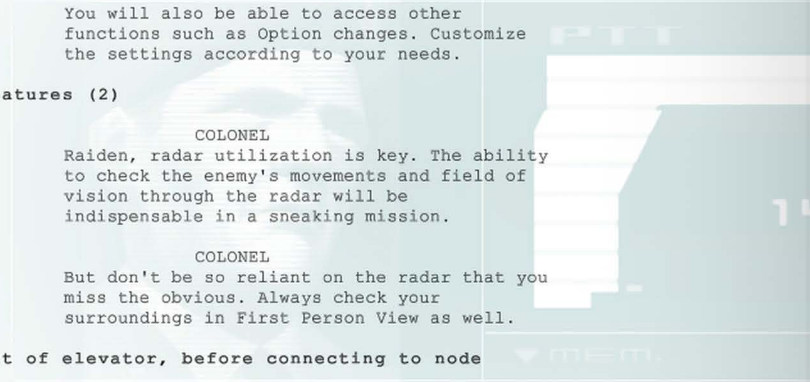
COLONEL
You can only access the node in Normal Mode.

COLONEL
To access the node, you must approach it without being seen by the enemy.

Node features (1)

COLONEL
Logging into a node will permit you to use the radar and the overview map of the area.

COLONEL
You will also be able to access other functions such as Option changes. Customize the settings according to your needs.



Node features (2)

COLONEL
Raiden, radar utilization is key. The ability to check the enemy's movements and field of vision through the radar will be indispensable in a sneaking mission.

COLONEL
But don't be so reliant on the radar that you miss the obvious. Always check your surroundings in First Person View as well.

In front of elevator, before connecting to node

COLONEL
Hmm, the elevator seems to be stopped on the upper floor. You will have to wait for it to come down.

COLONEL
You see the node to the east? Access it for now.

In front of elevator, after connecting to node

COLONEL

Raiden, the elevator is on its way down. It will be a few more minutes before it gets there, however.

COLONEL

Wait until the elevator is here, but find some cover in the meantime. Make sure you're out of the enemy's sight.

*First time only

RAIDEN

Waiting isn't my strong point.

ROSE

I know -- you always left that job for me, didn't you?

COLONEL

Raiden, is remembering priorities also not your strong point? Just go into hiding until the elevator arrives.

Enemy has woken up

COLONEL

Raiden, the enemy sentry is regaining consciousness.

ROSE

Be careful, Jack!

COLONEL

Find somewhere to hide until the elevator arrives. You must stay out of sight!

After elevator has arrived

COLONEL

Raiden, the elevator is there. Get on quickly and get to the upper part of the Big Shell.

After elevator has arrived, Alert Mode

*Additional dialogue depending on difficulty

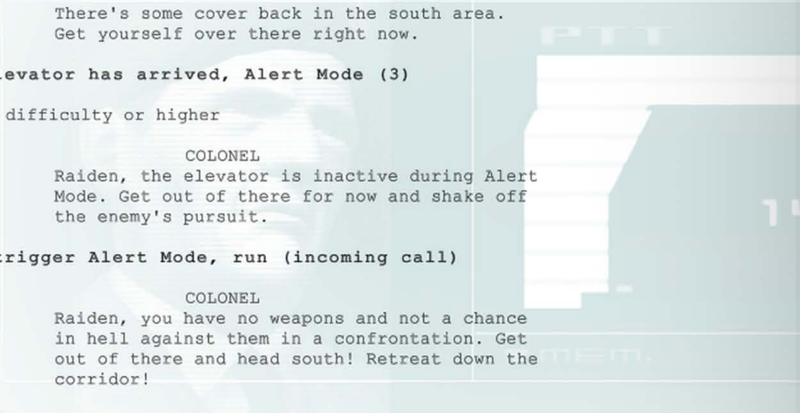
COLONEL
Raiden, the elevator is inactive during Alert Mode. Get out of there for now and shake off the enemy's pursuit.

After elevator has arrived, Alert Mode (2)

COLONEL
Raiden, you have no weapons and not a chance in hell against them in a confrontation. Get out of there and head south! Retreat down the corridor!

ROSE
Jack, get out of there! Please!!

COLONEL
There's some cover back in the south area. Get yourself over there right now.



After elevator has arrived, Alert Mode (3)

*On Hard difficulty or higher

COLONEL
Raiden, the elevator is inactive during Alert Mode. Get out of there for now and shake off the enemy's pursuit.

If you trigger Alert Mode, run (incoming call)

COLONEL
Raiden, you have no weapons and not a chance in hell against them in a confrontation. Get out of there and head south! Retreat down the corridor!

*First time only

ROSE
Jack, get out of there! Please!!

COLONEL
There's some cover back in the south area. Get yourself over there right now.

Clearing explanation (incoming call)

COLONEL
Raiden, stay still. The enemy is engaged in Clearing.

ROSE
What's Clearing?

COLONEL
A systematic sweep of high-risk zones where intruder presence is either suspected or confirmed.

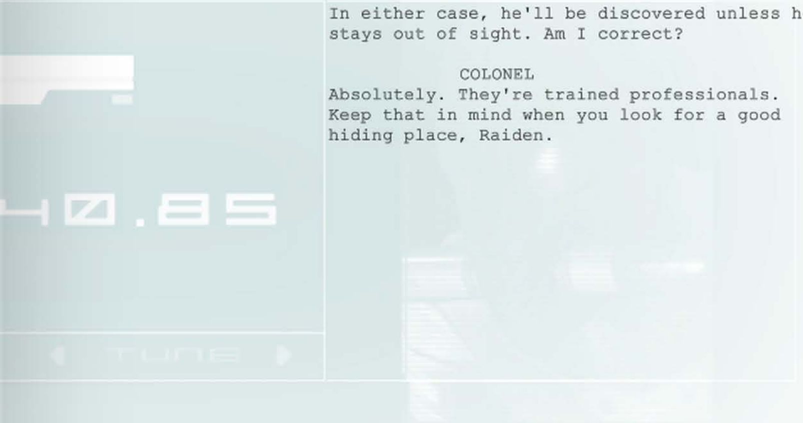
COLONEL
It makes use of a variety of CQB techniques, but can be divided roughly into two types.

COLONEL
One is the so-called "dynamic entry" method, which relies on speed and the element of surprise to storm the area and take control of the enemy.

COLONEL
The other is "stealth entry," which involves infiltrating the area, covertly acquiring the targets and seizing control.

ROSE
In either case, he'll be discovered unless he stays out of sight. Am I correct?

COLONEL
Absolutely. They're trained professionals. Keep that in mind when you look for a good hiding place, Raiden.



•Colonel

Strut A Roof

Strut A roof, head for Strut B

COLONEL

According to the SEAL Team 10's communications, the President was sighted on Strut B.

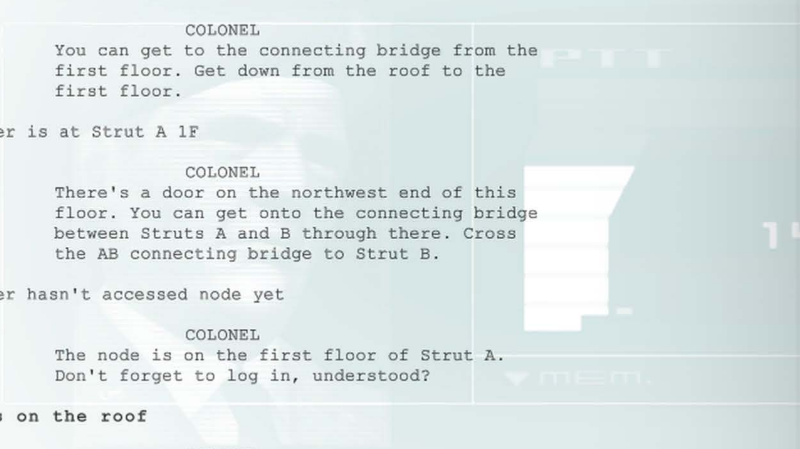
COLONEL

Raiden, head for Strut B. It's to the northwest of Strut A, your current location.

*If player is on Strut A roof

COLONEL

Cross the connecting bridge between Strut A and B.



COLONEL

You can get to the connecting bridge from the first floor. Get down from the roof to the first floor.

*If player is at Strut A 1F

COLONEL

There's a door on the northwest end of this floor. You can get onto the connecting bridge between Struts A and B through there. Cross the AB connecting bridge to Strut B.

*If player hasn't accessed node yet

COLONEL

The node is on the first floor of Strut A. Don't forget to log in, understood?

Seagulls on the roof

COLONEL

I see a lot of birds over there...

COLONEL

The tanker accident two years ago released crude oil—containing massive quantities of Endocrine Disruptors.

COLONEL

The fish that absorbed them were then eaten by seagulls, which further concentrated the Endocrine Disruptors in their bodies.

COLONEL
What sort of outcome this will lead to is still currently under review and is yet unclear.

COLONEL
It just goes to show that finishing the cleanup of ocean oil spills does not mean that environmental restoration efforts end there as well.

Strut A roof, unable to use elevator

COLONEL
Raiden, the elevator's gone down. There's no need for you to return to the deep-sea dock. Proceed with the mission.

Strut A roof, crawl through fence

COLONEL
Raiden, look at that wire fence. You may be able to crawl through it.

COLONEL
Crouch down using the Crawl Button, then push the left analog stick in the direction you want to move.

COLONEL
Push the Crawl Button again to stand up.

COLONEL
You can use weapons even while Crawling. This is different from VR training, so you keep that in mind.

Near wire fence

RAIDEN
Colonel, don't you think it's strange that the fence is missing this spot right here?

COLONEL
Yes, I do.

RAIDEN
You don't think that he got away...

COLONEL
It's possible. Be on the alert.

RAIDEN
Roger that.

Seagull droppings

COLONEL

That area is caked with seagull droppings. You'll slip if you run over it. Be careful.

Locked door

COLONEL

Raiden, that door is locked. You most likely won't be able to get through. Find another way in.

Hurry to Strut B (1)

COLONEL

Raiden, didn't you hear what the SEALs said? The President is in trouble. Head for Strut B.

Hurry to Strut B (2)

COLONEL

On the northwest end of the first floor of Strut A, there's a door that leads to the AB connecting bridge. Cross the bridge to get to Strut B. Hurry!

*If player is at AB Connecting Bridge

COLONEL

Go northwest of the AB connecting bridge you're on to get to Strut B! Move!

*If player is elsewhere

COLONEL

Strut B is to the northwest of Strut A. First, make your way to Strut A on the double. The President's life is at stake here!

•Colonel

AB Connecting Bridge

Don't get spotted on the bridge

COLONEL
Raiden, stay out of sight at all costs. The bridge is too narrow to offer any way out. If you're spotted, you won't last too long.

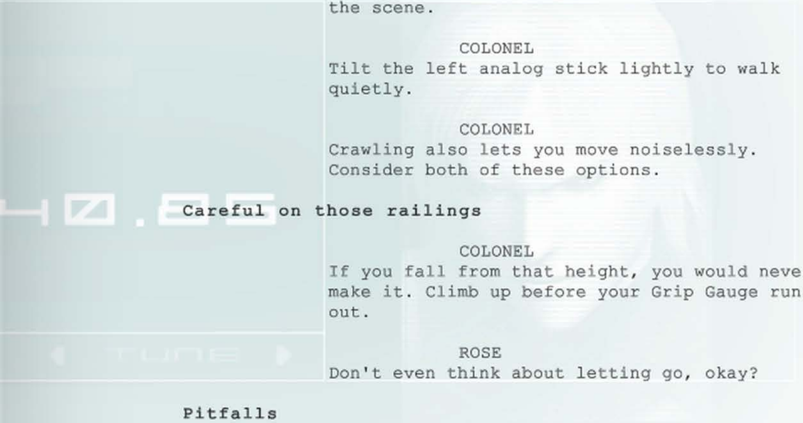
COLONEL
The sentries aren't checking over the railings. Hanging will let you travel right in their blind spot. Try Hanging.

Near noisy surfaces

COLONEL
That floor will make a racket if you run on it. Noise tends to bring enemy soldiers to the scene.

COLONEL
Tilt the left analog stick lightly to walk quietly.

COLONEL
Crawling also lets you move noiselessly. Consider both of these options.



Careful on those railings

COLONEL
If you fall from that height, you would never make it. Climb up before your Grip Gauge runs out.

ROSE
Don't even think about letting go, okay?

Pitfalls

COLONEL
Raiden, watch out for that board. You'll probably fall off. Make a run for it and you should be all right.

•Colonel

FA Connecting Bridge

Cyphers

(1)

COLONEL

The Cypher is a type of unmanned surveillance craft. It will alert the patrols upon discovering an intruder. If you're spotted by one, the reinforcements will come running.

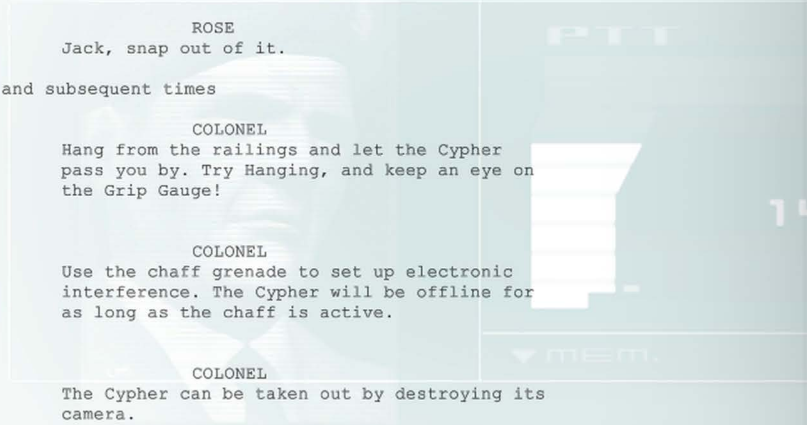
(2)

COLONEL

Raiden, you need to stay out of the Cypher's field of vision. You can't afford to be apprehended.

RAIDEN

But Colonel, there's nowhere to hide...



ROSE

Jack, snap out of it.

*Second and subsequent times

COLONEL

Hang from the railings and let the Cypher pass you by. Try Hanging, and keep an eye on the Grip Gauge!

(3)

COLONEL

Use the chaff grenade to set up electronic interference. The Cypher will be offline for as long as the chaff is active.

(4)

COLONEL

The Cypher can be taken out by destroying its camera.

•Snake

After Encounter with Vamp

Sleepy Pliskin

*After meeting Raiden, Snake takes a little nap to bounce back from his anemia

SNAKE
Zzzzz... (Snoring.)

*Raiden can even hit Snake while he sleeps; Snake will get angry

SNAKE
What do you think you're doing!

SNAKE
Stop fooling around, kid!

SNAKE
What's your problem!?

SNAKE
Leave me alone.

SNAKE
Let me sleep!

*If Raiden points a gun at Snake, he wakes up

SNAKE
daringly What're you trying to do, kid?

SNAKE
daringly I wouldn't do that if I were you.

SNAKE
daringly Think you can shoot that thing?

*If Raiden actually fires, Snake shoots back

SNAKE
Moron!

SNAKE
Damn kid!

SNAKE
What are you thinking!?

Snake's sleeping

RAIDEN
He's -- asleep?

*Quip about Snake sleeping (1)

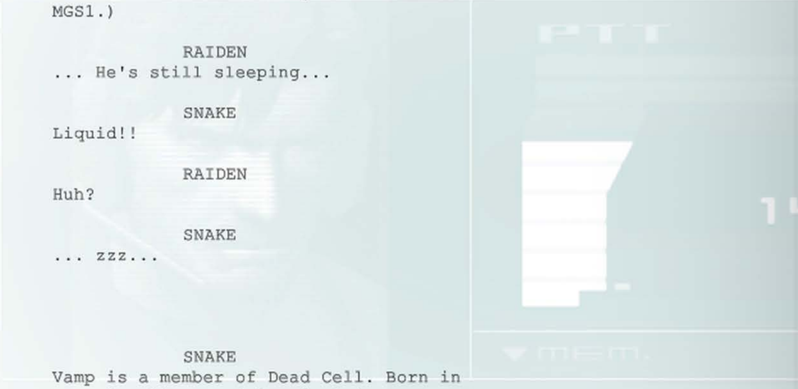
RAIDEN
How much longer is this guy going to sleep...?

*Quip about Snake sleeping (2)

RAIDEN
Wish I were that relaxed...

*Quip about Snake sleeping (3)

SNAKE
mumble mumble (Talking in his sleep. It seems that he's dreaming of the events of MGS1.)



RAIDEN
... He's still sleeping...

SNAKE
Liquid!!

RAIDEN
Huh?

SNAKE
... zzz...

Vamp

(1)

SNAKE
Vamp is a member of Dead Cell. Born in Romania, his specialty is knives. But I guess you know that by now.

SNAKE
When he was just a kid, he lost his family to a terrorist bomb that went off in a church they were attending.

SNAKE
His body pierced by a crucifix, Vamp was buried under the rubble for two days before he was finally rescued.

SNAKE
During those two days, he survived by feeding on the blood of his family to quench his thirst.

SNAKE
That was how he acquired a taste for blood...

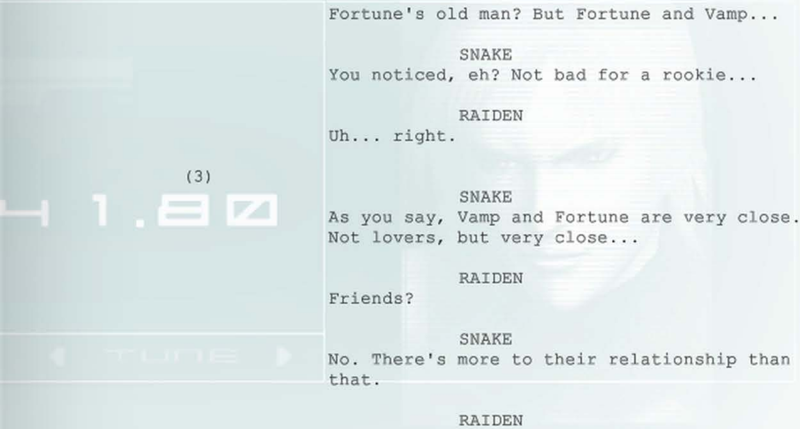
RAIDEN
So that's why they call him "Vamp"...

SNAKE
No. "Vamp" isn't for vampire. It's because he's bisexual...

(2)

SNAKE
Rumor has it Vamp was the lover of Scott Dolph, the Marine Commandant who accidentally died two years ago.

SNAKE
Scott Dolph was also the father of Fortune, the Dead Cell leader.



RAIDEN
Fortune's old man? But Fortune and Vamp...

SNAKE
You noticed, eh? Not bad for a rookie...

RAIDEN
Uh... right.

(3)

SNAKE
As you say, Vamp and Fortune are very close. Not lovers, but very close...

RAIDEN
Friends?

SNAKE
No. There's more to their relationship than that.

RAIDEN
But Vamp was her father's lover!

SNAKE
Would it have been better if it was with her mother?

RAIDEN
Well...

SNAKE
I don't really think they care what you think. Focus on the mission.

RAIDEN
...

(4)

RAIDEN
By the way, have you ever met the guy before?

SNAKE
No.

RAIDEN
But he seemed to know you...

SNAKE
Right. Well, I... no... it can't be...

RAIDEN
What?

SNAKE
Nothing. I told you that Dead Cell is a group of madmen... I wouldn't take anything they say very seriously.

Other members of Dead Cell

RAIDEN
Tell me a little more about Dead Cell.

SNAKE
Dead Cell was a shadow unit within the SEALs organization.

RAIDEN
Right. They handled surprise raids on vital government facilities, didn't they?

SNAKE
Yes. They were originally put together to check the nation's military security system.

SNAKE
The unit was the brainchild of ex-president George Sears...

SNAKE
Dead Cell was a secret unit positioned at the opposite end of anti-terrorist outfits such as Delta Force and SEALs.

RAIDEN
Were they always a...

SNAKE
... group of madmen?

RAIDEN
Yeah.

SNAKE
No. They got weird when Colonel Jackson -- Fortune's husband -- was sent to jail.

RAIDEN
Sent to jail? For what?

SNAKE
Corruption. He misappropriated government funds.

RAIDEN
Sounds like he deserved it...

SNAKE
That's what everybody else thought. Except for the members of Dead Cell. They felt the Colonel was falsely accused.

SNAKE
Fact is, they took the case to the powers that be. But they never managed to reopen the case.

RAIDEN
Was there any truth to their claim?

SNAKE
Who knows? Whatever the situation is, Dead Cell's name was tainted.

RAIDEN
And Colonel Jackson...?

SNAKE
He was being held at Leavenworth...

RAIDEN
"Was"... Meaning he's been released?

SNAKE
Well... in a manner of speaking. The Colonel's dead.

RAIDEN
Oh.

SNAKE
Apparently he lost the will to live and died in prison.

SNAKE
The members of Dead Cell snapped with the loss of their leader.

SNAKE
They underwent a radical change and became uncontrollable.

RAIDEN
And that's why they undertook this terrorist operation?

SNAKE
Seems as good a reason as any...

Fortune

RAIDEN
What do you know about that strange woman?

SNAKE
You mean Fortune? She's the Dead Cell leader.

SNAKE
Her real name is Helena Dolph Jackson... known to her friends as Lady Luck.

RAIDEN
Lady Luck?

SNAKE
Yeah. She got the name because bullets seem to veer away from her in battle.

RAIDEN
...

SNAKE
People have heard her say that her fortune in battle was payback for the lousy luck she's had in life...

RAIDEN
Lousy luck?

SNAKE
The death of her father, the Marine commander...The conviction of husband and Dead Cell leader, Colonel Jackson...

SNAKE
These events were followed by her mother's suicide -- the loss of a husband and the idea of a convict in the family apparently took her over the edge...

SNAKE
Fortune was three months pregnant at the time and the shock of her mother's death led to the loss of her child. Add to this her husband's death in prison a few months later and...

SNAKE
To sum it up, in the six months after her father's death, she lost her family and everything that mattered in her life.

RAIDEN
Geez, she's had it rough...

SNAKE
Yeah. The thing is, she didn't grieve long. Instead, she joined the military.

RAIDEN
Now why's that?

SNAKE
Do I look psychic? My best guess is revenge. I heard that she firmly believed that her husband was framed...

SNAKE
Anyway... by the time she came out of basic training, she'd proven many times over that she was "gifted" with an unusual streak of luck.

SNAKE
In fact, some say she sold her soul for it.

RAIDEN
Her soul?

SNAKE
Her uncanny luck earned her a reputation that led to her appointment as the head of her husband's unit, Dead Cell.

Fortune (2)

*If player hasn't heard about Vamp and Fortune

SNAKE
She's the widow of Dead Cell's former beloved leader. I'd heard that she was welcomed with open arms by Vamp, who was the temporary leader at the time.

SNAKE
For Vamp, it also meant welcoming the daughter of his former lover...

RAIDEN
Vamp and Fortune's mother...?

SNAKE
casually No. Vamp and Fortune's father... Vamp's bisexual.

RAIDEN
Oh... Wait a sec. I thought Vamp and Fortune...

SNAKE
You noticed, eh?

RAIDEN
Uh... yeah.

-->Vamp (3) (p. 224)

The SEALs

RAIDEN
Pliskin, SEAL Team 10's Bravo Team's been wiped out...

SNAKE
Is that right.

RAIDEN
Is that all you have to say? I thought they were your comrades!

SNAKE
Yeah. Too bad.

RAIDEN
Too bad!? Did you know they were used as a decoy to support my infiltration?

SNAKE
No. But it doesn't surprise me.

RAIDEN
Man! You're cold! They were your friends!

SNAKE
What do want me to say! That you killed them!?

SNAKE
Or do you want me to say it wasn't your fault!?

RAIDEN

I jus --

SNAKE

Listen, kid. I don't have the time to wet-nurse you or provide you with a shoulder to cry on!

SNAKE

You got a problem with your conscience, you take care of it! Don't bother me!

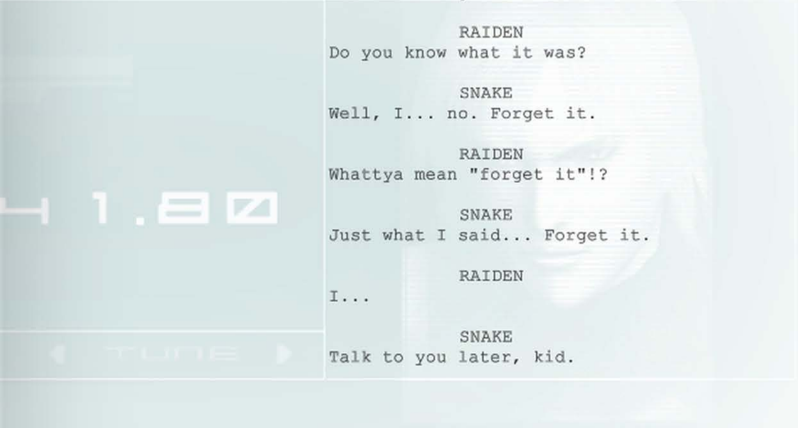
The Navy captain and the black case

RAIDEN

Pliskin, you seemed pretty focused on the Navy Captain. Something catch your eye?

SNAKE

Yeah. Remember the handcuffs were cut? There was something on the other end of that.



RAIDEN

Do you know what it was?

SNAKE

Well, I... no. Forget it.

RAIDEN

Whattya mean "forget it"!?

SNAKE

Just what I said... Forget it.

RAIDEN

I...

SNAKE

Talk to you later, kid.

Pliskin (Snake)

RAIDEN
Hey, Pliskin... Were you really a SEAL?

SNAKE
That's what I told you.

RAIDEN
But...

SNAKE
But what?

RAIDEN
Uh... nothing. (He's suspicious, but doesn't have the confidence to say anything.)

SNAKE
Listen, kid, you're on a mission. Thinking about anything else can get you killed...

•Colonel

Strut B

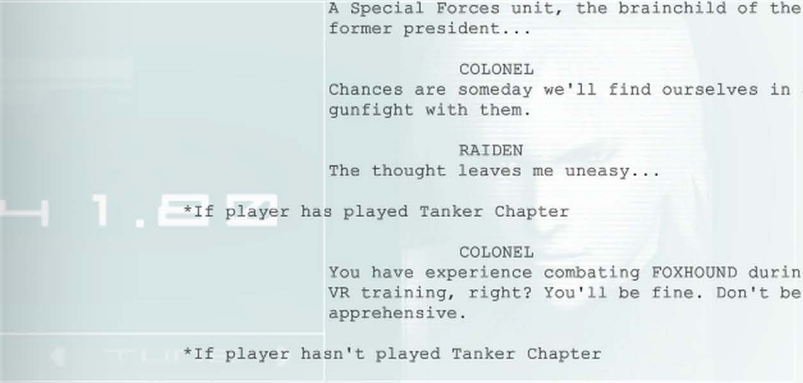
Strut B, prior to Vamp cutscenes

COLONEL
Raiden, the President should be somewhere in Strut B, where you are now. His life is in danger. Hurry!

After encounter with Vamp - about Dead Cell

RAIDEN
Colonel, who are Dead Cell?

COLONEL
They are pretty much what that guy Pliskin described them as.



RAIDEN
A Special Forces unit, the brainchild of the former president...

COLONEL
Chances are someday we'll find ourselves in a gunfight with them.

RAIDEN
The thought leaves me uneasy...

*If player has played Tanker Chapter

COLONEL
You have experience combating FOXHOUND during VR training, right? You'll be fine. Don't be apprehensive.

*If player hasn't played Tanker Chapter

ROSE
Jack, don't run unnecessary risks, okay?

RAIDEN
Yeah, I don't want to, but...

ROSE
I know. Is there anything I can do?

RAIDEN
Yeah. Could you check for any data on them for me?

ROSE
Okay. I'll do it. Good luck.

Vamp

RAIDEN
Someone mentioned the name Vamp. Do you have any info on him?

ROSE
Wait a moment, I'll look.

Details on Vamp

COLONEL
Raiden, looks like Rosemary has something for you.

ROSE
Jack, I found some information on Vamp.

ROSE
He's been a member of Dead Cell since it was first founded, and like Lieutenant J.G. Pliskin said, he's a master with knives. He is originally from Romania.

ROSE
He's apparently no ordinary knife specialist.

RAIDEN
What do you mean?

ROSE
disbelievingly He can parry bullets.

RAIDEN
Yeah, I saw him do it. How the heck...?

ROSE
I don't know. Also, it looks like he secluded himself from other humans on several different occasions. There is no detailed information on him, though. Be careful.

Do not trust Pliskin

COLONEL
Raiden, I trust that you don't actually believe what that guy Pliskin told you, right?

RAIDEN
... I believe him. There is something about him... like, like an iron will... enough to trust.

COLONEL
Raiden!

RAIDEN
!?

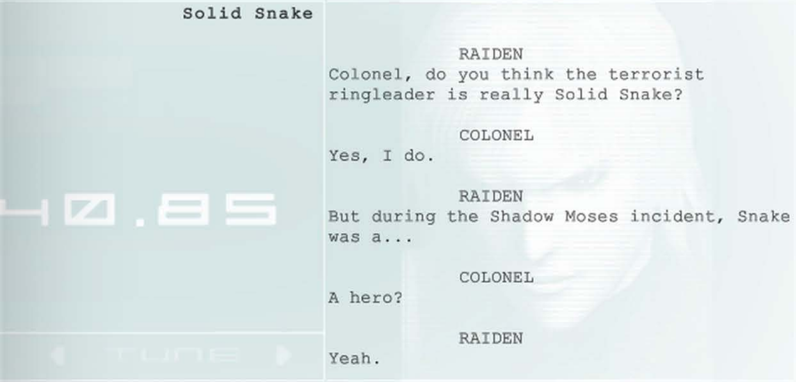
COLONEL
He's not included in the simulation. Don't trust him. Ever. You got it?

RAIDEN
... Roger that.

VR training

COLONEL
Raiden, don't dwell on what Pliskin said. The VR training you underwent is the best training program there is.

COLONEL
There is no reason to be apprehensive. Be confident. Do you understand?



Solid Snake

RAIDEN
Colonel, do you think the terrorist ringleader is really Solid Snake?

COLONEL
Yes, I do.

RAIDEN
But during the Shadow Moses incident, Snake was a...

COLONEL
A hero?

RAIDEN
Yeah.

COLONEL
Certainly. You went through VR training, but it is not as if the simulation is faithful to every fact.

COLONEL
It... changes people.

RAIDEN
... You too, Colonel?

COLONEL
Raiden, focus on the task at hand. Solid Snake is the terrorist kingpin. He is an opponent you can't underestimate. Understood?

The Tanker Incident

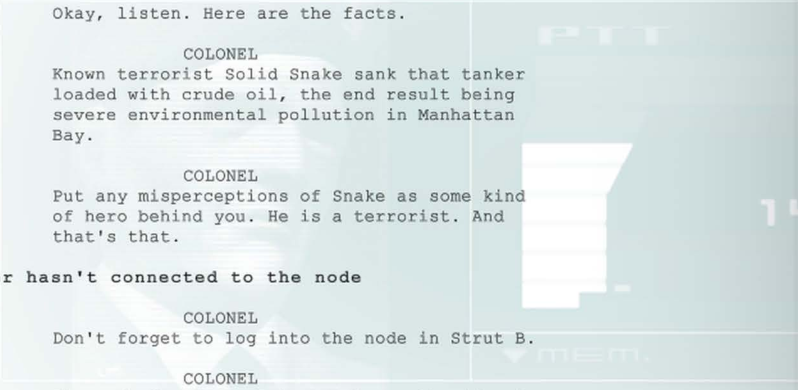
*If player has completed Tanker Chapter

COLONEL
That tanker accident that happened over there two years ago; the tanker sank and...

RAIDEN
I know. I went through it in VR training. The tanker didn't sink because of Snake, though...

COLONEL
Raiden. VR training does not exactly simulate everything with absolute fidelity.

RAIDEN
What do you mean?



COLONEL
Okay, listen. Here are the facts.

COLONEL
Known terrorist Solid Snake sank that tanker loaded with crude oil, the end result being severe environmental pollution in Manhattan Bay.

COLONEL
Put any misperceptions of Snake as some kind of hero behind you. He is a terrorist. And that's that.

If player hasn't connected to the node

COLONEL
Don't forget to log into the node in Strut B.

COLONEL
The node for Strut B is on the south side of the transformer room. It's to the west of where you found the Navy Captain.

Gunfire will attract attention

COLONEL
I see you've acquired a gun.

RAIDEN
Pliskin gave it to me.

COLONEL
Don't trust that man... But the gun itself seems all right.

COLONEL
However, it's not equipped with a suppressor. If you fire it, the noise will be loud enough to alert any enemy personnel within hearing distance to your presence.

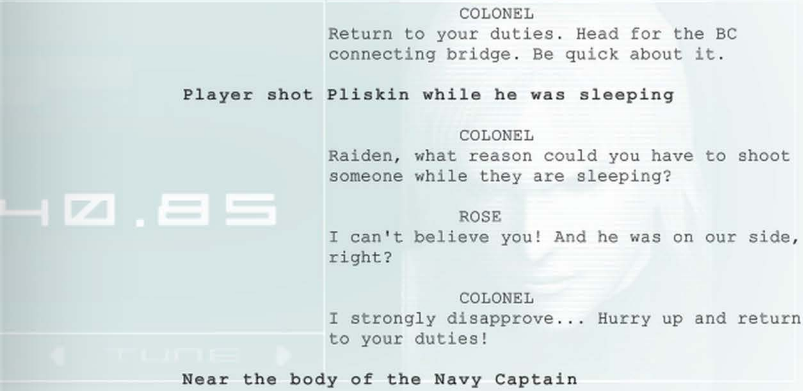
COLONEL
Infiltration is the art of making your presence invisible. Try not to end up in a situation where you need to rely on firepower. Combat must be avoided unless absolutely necessary.

Near sleepy Pliskin

COLONEL
Raiden, forget about that guy.

ROSE
I think you should just let him sleep.

COLONEL
Return to your duties. Head for the BC connecting bridge. Be quick about it.



Player shot Pliskin while he was sleeping

COLONEL
Raiden, what reason could you have to shoot someone while they are sleeping?

ROSE
I can't believe you! And he was on our side, right?

COLONEL
I strongly disapprove... Hurry up and return to your duties!

Near the body of the Navy Captain

COLONEL
A Navy Captain and the President... unbelievable. Raiden, get to the President. Head for the BC connecting bridge.

In front of Strut B transformer board

COLONEL
That's a transformer board over there. You can open and close the door by pushing the Action Button when you're in front of the door.

Hurry to the BC Connecting Bridge

COLONEL

Raiden, SEAL Team 10 has engaged someone on the BC connecting bridge. The President is most likely there as well.

*If player is at BC Connecting Bridge

COLONEL

The conflict is just to the north of your current location, at the center of the BC connecting bridge. There isn't a second to lose. Head directly to the scene.

*If player is elsewhere

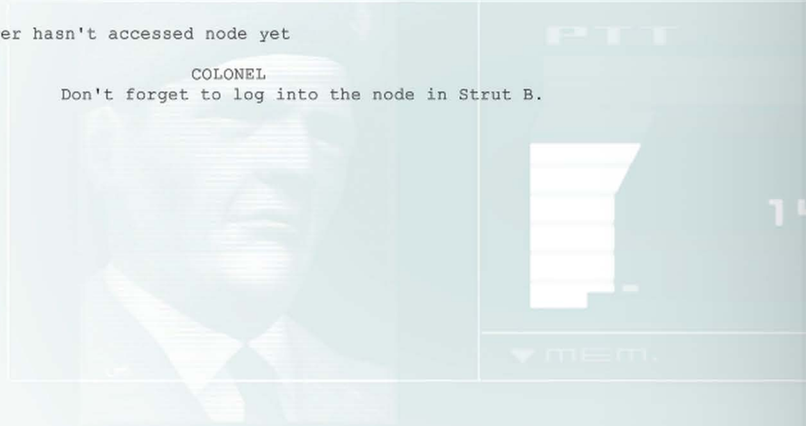
COLONEL

The BC connecting bridge is on the north side of Strut B. The President is in danger. Go now!

*If player hasn't accessed node yet

COLONEL

Don't forget to log into the node in Strut B.



•Colonel

BC Connecting Bridge

The sounds of Fortune versus the SEALs

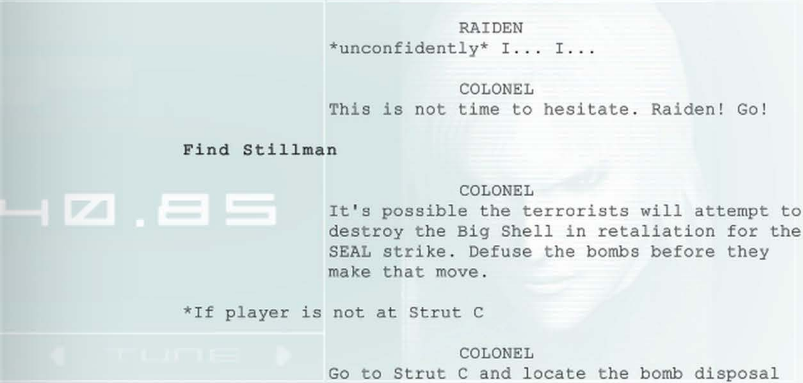
RAIDEN
Colonel, you hear that?

COLONEL
The SEAL Team 10 and the President are under attack.

RAIDEN
Dead Cell?

COLONEL
No confirmation of that, but probably.

ROSE
worried Jack...



RAIDEN
unconfidently I... I...

COLONEL
This is not time to hesitate. Raiden! Go!

Find Stillman

COLONEL
It's possible the terrorists will attempt to destroy the Big Shell in retaliation for the SEAL strike. Defuse the bombs before they make that move.

*If player is not at Strut C

COLONEL
Go to Strut C and locate the bomb disposal expert. Take the BC connecting bridge on the north side of Strut B to get to C.

*If player is at Strut C

COLONEL
The bomb disposal expert is somewhere in Strut C where you currently are. Locate him and request his assistance.

The collapsed bridge

COLONEL
Raiden, you can see the core of Shell 1 to the east. The connecting bridge though, has been completely destroyed.

COLONEL
There's no way to get to the core from where you are. You'll have to use the EF connecting bridge on the opposite side.

The terrorists' retaliation

RAIDEN
Colonel, do you really think they will blow up the Big Shell?

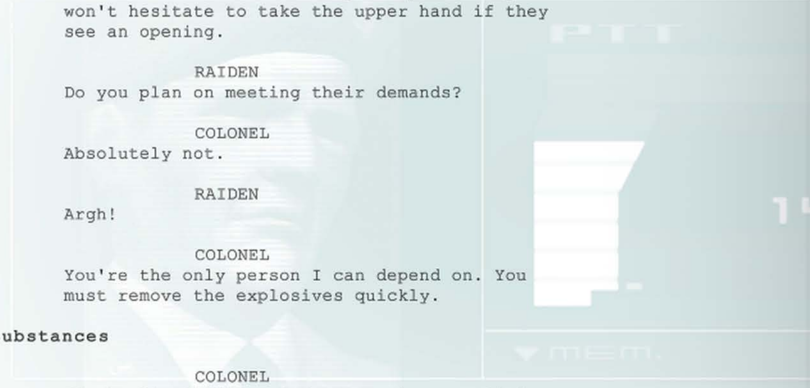
COLONEL
It's highly possible. We'll have to listen to their demands in full. They are pros. They won't hesitate to take the upper hand if they see an opening.

RAIDEN
Do you plan on meeting their demands?

COLONEL
Absolutely not.

RAIDEN
Argh!

COLONEL
You're the only person I can depend on. You must remove the explosives quickly.



Toxic substances

COLONEL
If the Big Shell explodes, massive quantities of chlorinated chemicals used in killing marine bacteria will go up in flames along with the crude oil.

COLONEL
If that happens, expect a large amount of harmful chemical substances, including dioxins, to be released into the atmosphere.

COLONEL
Dioxins are common nomenclature for Polychlorinated Dibenzodioxin and Polychlorinated Dibenzofuran.

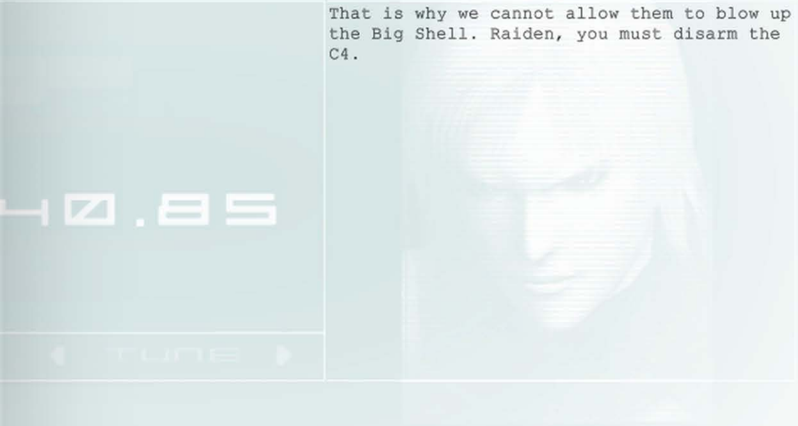
COLONEL
They are organic chloride compounds that are highly acute and toxic, and are powerful chemicals that can cause cancer, genetic disorders, and birth defects.

COLONEL
On top of that, they do not decompose easily nor dissolve in water, making it easy for them to accumulate within the bodies of living organisms.

COLONEL
The environmental impact on the bay and coastal area ecosystem would be unfathomable.

COLONEL
Environmental restoration would likely require several generations.

COLONEL
That is why we cannot allow them to blow up the Big Shell. Raiden, you must disarm the C4.



•Colonel

Strut C

Strut C women's bathroom, before meeting Peter

COLONEL
Raiden, I doubt that the bomb disposal instructor would be in there... Look someplace else.

If player is looking at a toilet in First Person View

COLONEL
Raiden, what are you looking at? Oh, I see. Rosemary.

ROSE
What?

COLONEL
Could you excuse him for a moment?

ROSE
Huh?

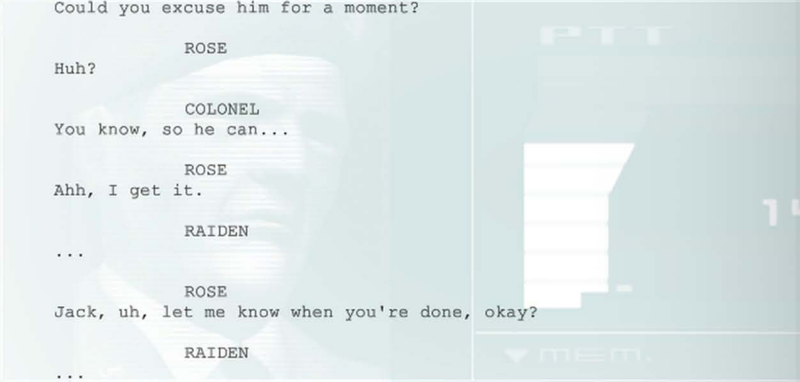
COLONEL
You know, so he can...

ROSE
Ahh, I get it.

RAIDEN
...

ROSE
Jack, uh, let me know when you're done, okay?

RAIDEN
...



Strut C men's bathroom, crouched down and looking at a toilet in First Person View

COLONEL
Raiden, I didn't know you had such weird interests...

COLONEL
Not that, uh, there's anything wrong with that, though. Just that, well, it's a little weird.

ROSE
Jack... I think that's a little weird.

RAIDEN
...

Women's bathroom, before meeting Peter

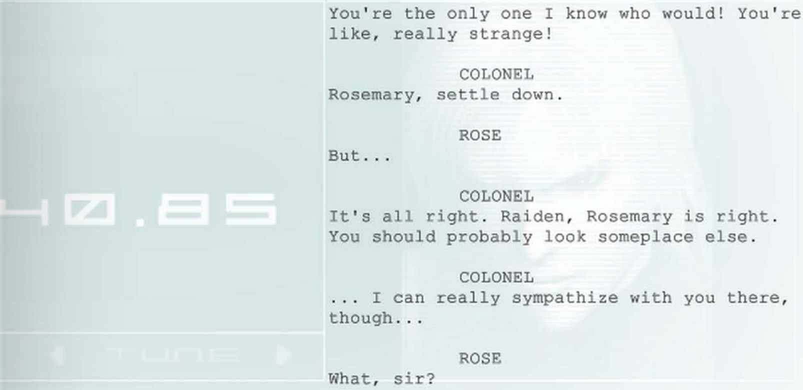
ROSE
I can't believe you, Jack. Do you know what that place is?

RAIDEN
Err, I just thought maybe the bomb disposal instructor might be in there...

ROSE
Why would he be in there?

RAIDEN
You never know. He's AWOL, and...

ROSE
Even AWOL, a normal guy wouldn't go into a woman's bathroom!



ROSE
You're the only one I know who would! You're, like, really strange!

COLONEL
Rosemary, settle down.

ROSE
But...

COLONEL
It's all right. Raiden, Rosemary is right. You should probably look someplace else.

COLONEL
... I can really sympathize with you there, though...

ROSE
What, sir?

COLONEL
Err, nothing. Raiden, that's that. Return to your duties.

RAIDEN
...

ROSE
... You guys are unbelievable...

Strut C women's bathroom, looking at a toilet in First Person View

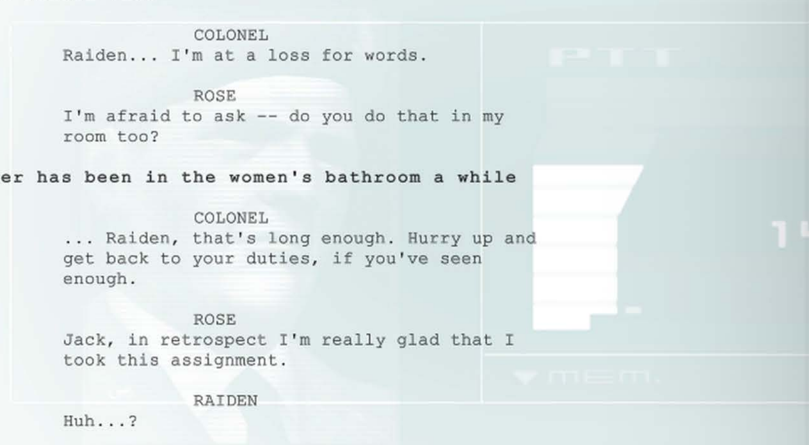
COLONEL
dumbfounded Uh, Raiden...

ROSE
Jack, give it a rest! I can't bear watching you do that!

COLONEL
I disapprove. Return to your duties.

COLONEL
... That's what I feel like saying, but I'm beginning to feel like putting you in charge was not such a good idea.

Strut C women's bathroom, crouched down and looking at a toilet in First Person View



COLONEL
Raiden... I'm at a loss for words.

ROSE
I'm afraid to ask -- do you do that in my room too?

If player has been in the women's bathroom a while

COLONEL
... Raiden, that's long enough. Hurry up and get back to your duties, if you've seen enough.

ROSE
Jack, in retrospect I'm really glad that I took this assignment.

RAIDEN
Huh...?

ROSE
It's given me a chance to see you for who you really are. Good-bye!

If player equips a Magazine while in a stall

COLONEL
Raiden, what are you doing there, with that?

ROSE
I don't believe it! What are you thinking? And during your duties!?

COLONEL
I highly disapprove.

ROSE
Even though every one of us is scrambling to do our best to support you... this!?

ROSE
And what exactly are you going to do? Drool over pictures of voluptuous girls?

COLONEL
Exactly...

ROSE
At least use a picture of me instead!

RAIDEN
Wha... I... what?

ROSE
I mean...

COLONEL
exhasperated ... I completely disapprove...

SECTION 4

Start of Bomb Disposal Event

– Fatman Battle

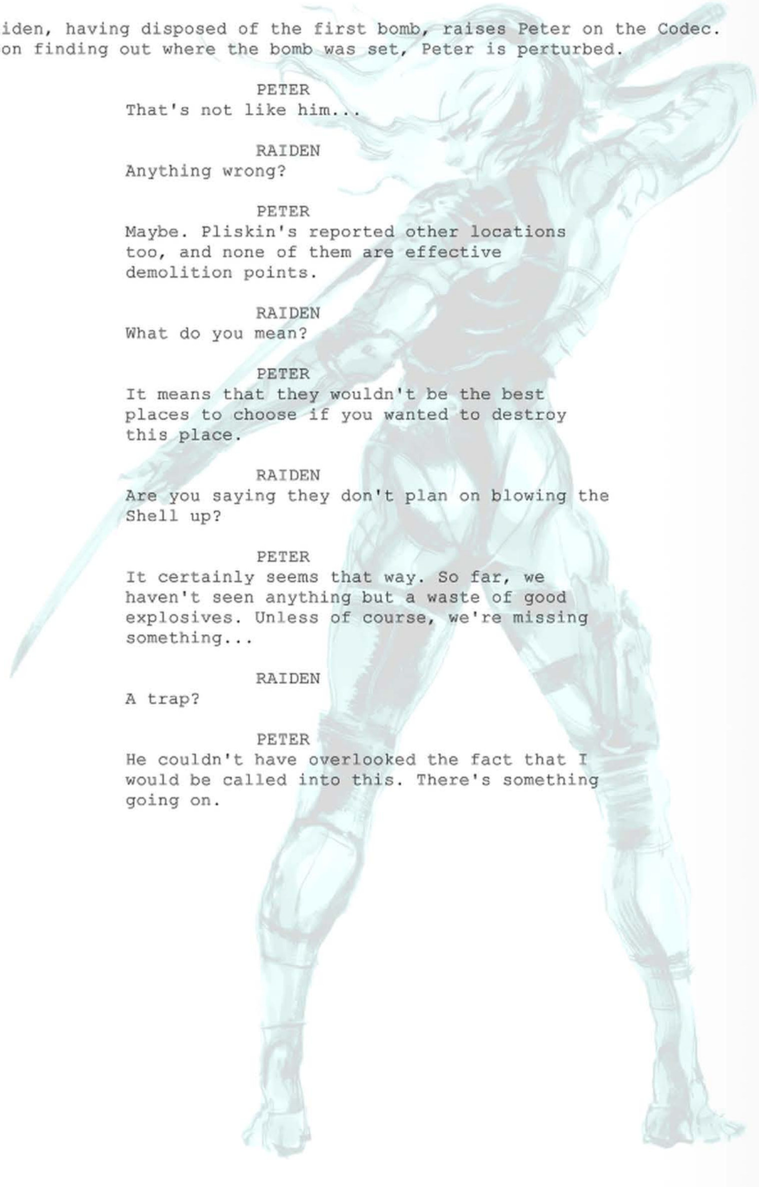
爆弾解体イベント開始～ファットマン戦

Disarming, First Bomb 1

Codec Call 1

(mandatory outgoing call to Peter)

Raiden, having disposed of the first bomb, raises Peter on the Codec. Upon finding out where the bomb was set, Peter is perturbed.



PETER
That's not like him...

RAIDEN
Anything wrong?

PETER
Maybe. Pliskin's reported other locations too, and none of them are effective demolition points.

RAIDEN
What do you mean?

PETER
It means that they wouldn't be the best places to choose if you wanted to destroy this place.

RAIDEN
Are you saying they don't plan on blowing the Shell up?

PETER
It certainly seems that way. So far, we haven't seen anything but a waste of good explosives. Unless of course, we're missing something...

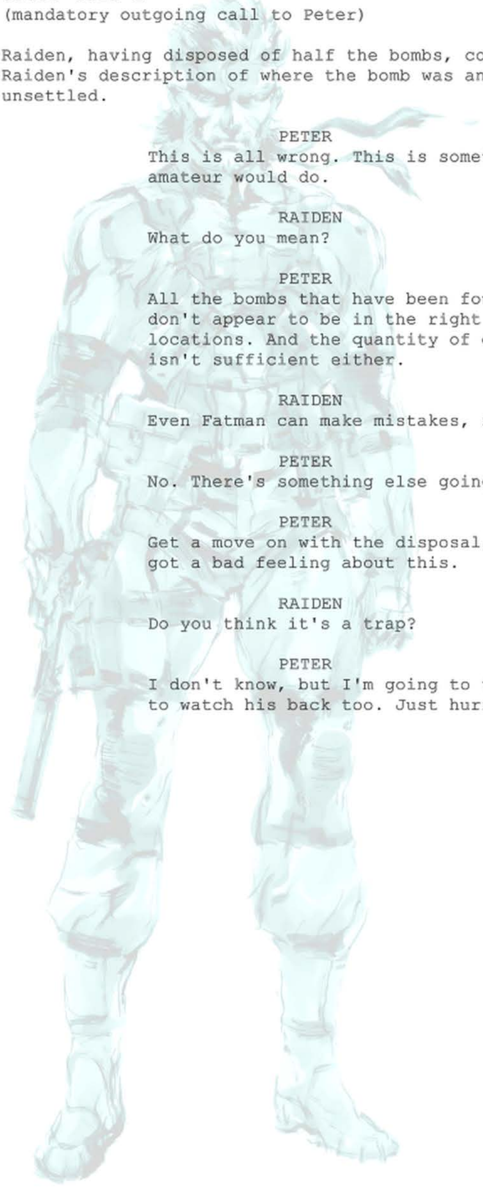
RAIDEN
A trap?

PETER
He couldn't have overlooked the fact that I would be called into this. There's something going on.

Disarming, Halfway Done 1

Codec Call 1

(mandatory outgoing call to Peter)



Raiden, having disposed of half the bombs, contacts Peter. He listens to Raiden's description of where the bomb was and becomes even more unsettled.

PETER
This is all wrong. This is something only an amateur would do.

RAIDEN
What do you mean?

PETER
All the bombs that have been found so far don't appear to be in the right kind of locations. And the quantity of explosives isn't sufficient either.

RAIDEN
Even Fatman can make mistakes, right?

PETER
No. There's something else going on here...

PETER
Get a move on with the disposal, Raiden. I've got a bad feeling about this.

RAIDEN
Do you think it's a trap?

PETER
I don't know, but I'm going to tell Pliskin to watch his back too. Just hurry.

During Disarming, Rose Part 3

Codec Call 1

(mandatory incoming call from Rose)

Rose calls Raiden while he's disposing of the bombs. She tries to help him relax.

ROSE
Jack, do you remember the day we met?

RAIDEN
I'm kinda busy right now, Rose.

ROSE
You're right, sorry.

RAIDEN
realizing her intentions I do remember.

RAIDEN
It was right after I transferred to New York. There were all these tourists around you, in front of the Federal Hall.

ROSE
A group of middle-aged Japanese ladies came up and asked me, which building it was that King Kong was climbing in the movie.

ROSE
I said it was probably the Chrysler Building.

ROSE
And then you showed up and started mouthing off.

ROSE
You were like, "No, it's the Empire State."

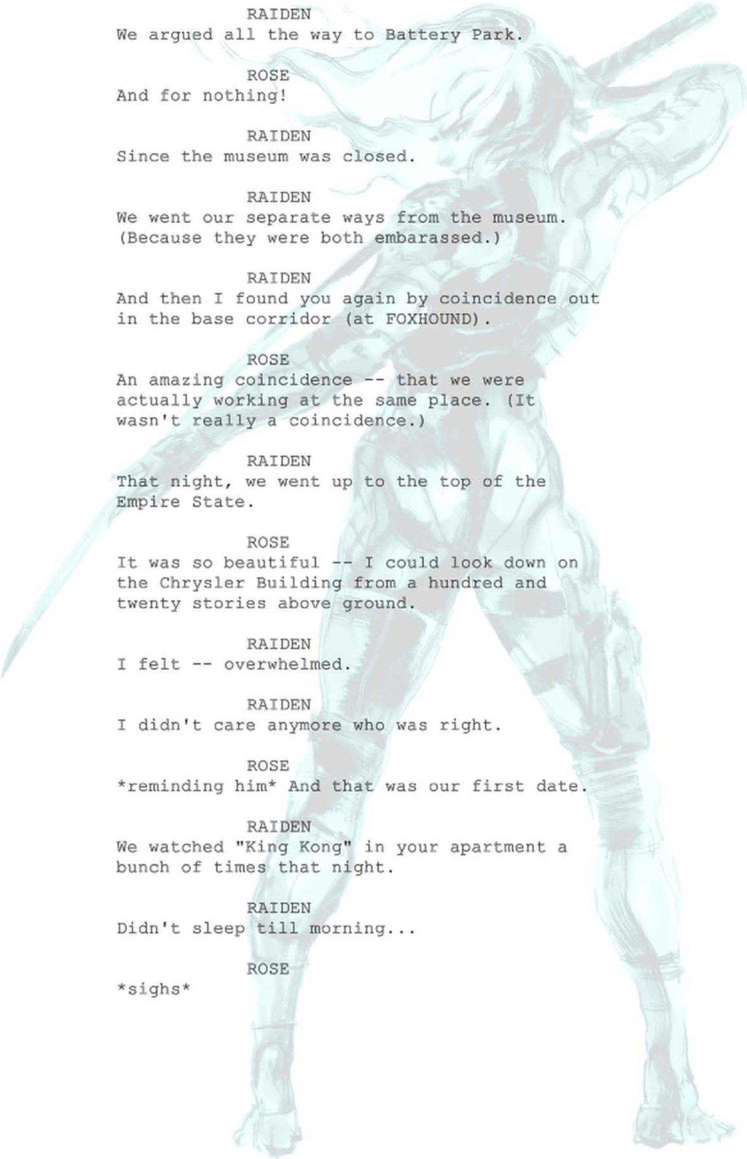
RAIDEN
I said the Chrysler Building was in Godzilla.

ROSE
laughs at the memory Ha ha ha...

ROSE
We started arguing, and I forgot all about the tourists.

ROSE
I was insisting that I was right, and you were doing the same...

RAIDEN
The next thing we knew, the Japanese women had gone away.



ROSE
And we ended up going to the Skyscraper
Museum to see who had the better recall.

RAIDEN
We argued all the way to Battery Park.

ROSE
And for nothing!

RAIDEN
Since the museum was closed.

RAIDEN
We went our separate ways from the museum.
(Because they were both embarassed.)

RAIDEN
And then I found you again by coincidence out
in the base corridor (at FOXHOUND).

ROSE
An amazing coincidence -- that we were
actually working at the same place. (It
wasn't really a coincidence.)

RAIDEN
That night, we went up to the top of the
Empire State.

ROSE
It was so beautiful -- I could look down on
the Chrysler Building from a hundred and
twenty stories above ground.

RAIDEN
I felt -- overwhelmed.

RAIDEN
I didn't care anymore who was right.

ROSE
reminding him And that was our first date.

RAIDEN
We watched "King Kong" in your apartment a
bunch of times that night.

RAIDEN
Didn't sleep till morning...

ROSE
sighs

RAIDEN
If it weren't for that coincidence, we wouldn't be together.

ROSE
filled with self-loathing I know...

ROSE
I'm sorry, Jack. I'm taking up your time again. (She got close to him on orders from the Patriots.)

RAIDEN
confused What?

ROSE
coldly Take care.

Minefield 1

Codec Call 1

(mandatory incoming call from Mr. X)

Raiden moves through the plant in order to dispose of the bombs. When he reaches the EF Connecting Bridge, he receives an abrupt Codec call from an unknown individual.

MR. X
Be careful!

MR. X
There are Claymore mines around there.

RAIDEN
Who is this?

MR. X
Stealth-equipped Claymore mines, invisible to the naked eye.

MR. X
Use the mine detector.

RAIDEN
Identify yourself.

MR. X
Just call me "Deepthroat."

RAIDEN
Deepthroat? You mean from Shadow Moses?

MR. X
Mr. X, then.

RAIDEN
Mr. X now, is it? Why would it matter if I called you Deepthroat?

MR. X
Never mind about that.

RAIDEN
Why did you contact me?

MR. X
Let's just say I'm one of your fans.

Raiden asks the Colonel to chime in.

RAIDEN
Colonel, someone calling himself Mr. X just contacted me. Do you know anything about it?

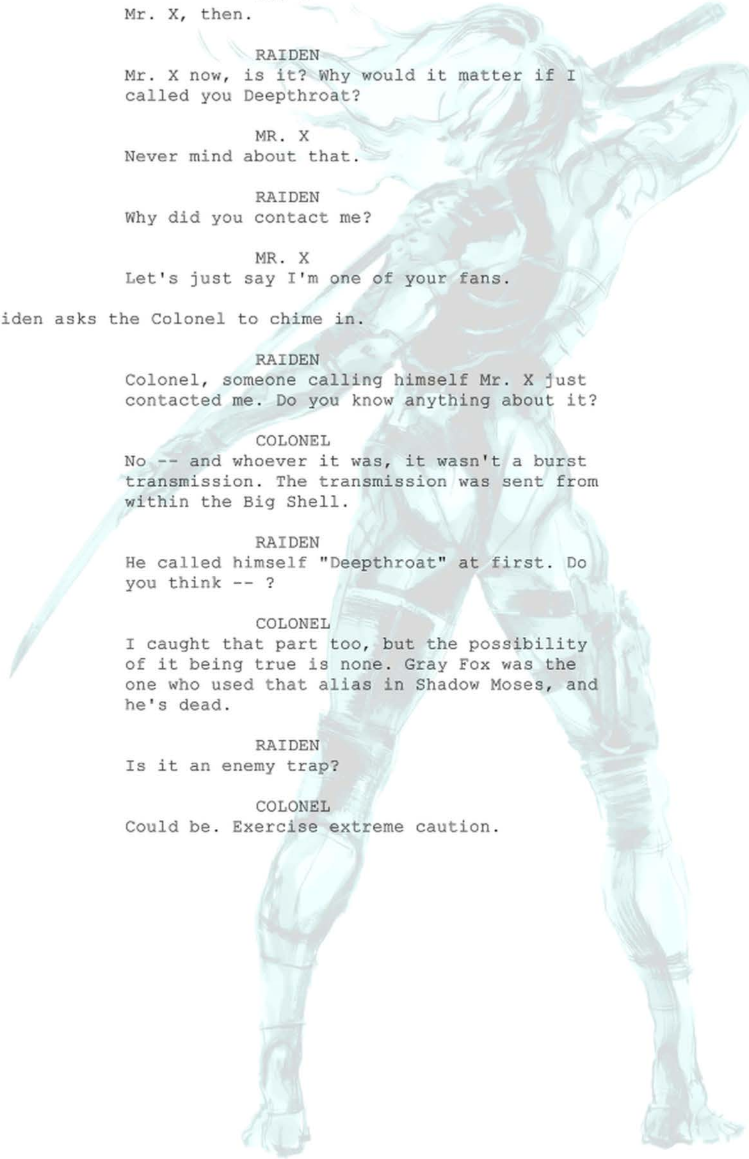
COLONEL
No -- and whoever it was, it wasn't a burst transmission. The transmission was sent from within the Big Shell.

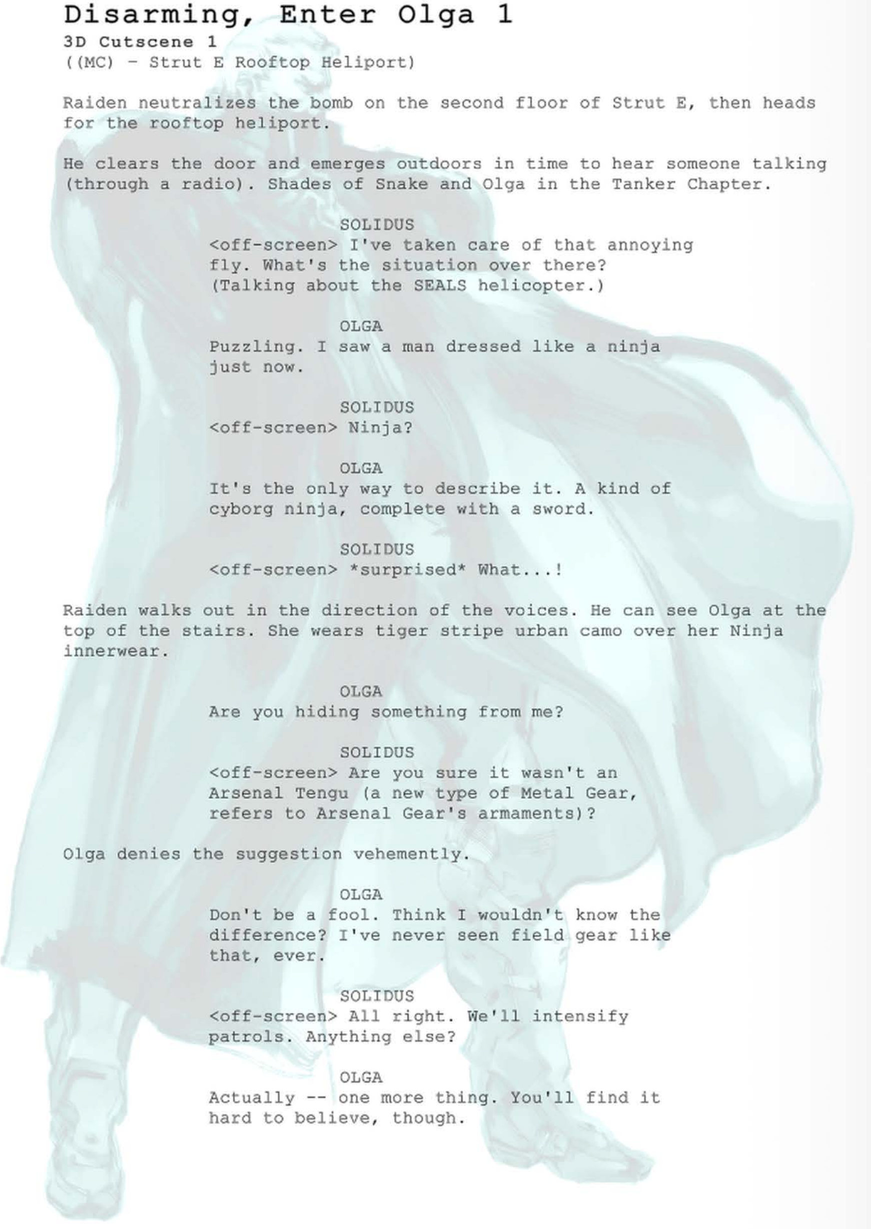
RAIDEN
He called himself "Deepthroat" at first. Do you think -- ?

COLONEL
I caught that part too, but the possibility of it being true is none. Gray Fox was the one who used that alias in Shadow Moses, and he's dead.

RAIDEN
Is it an enemy trap?

COLONEL
Could be. Exercise extreme caution.





Disarming, Enter Olga 1

3D Cutscene 1

((MC) - Strut E Rooftop Heliport)

Raiden neutralizes the bomb on the second floor of Strut E, then heads for the rooftop heliport.

He clears the door and emerges outdoors in time to hear someone talking (through a radio). Shades of Snake and Olga in the Tanker Chapter.

SOLIDUS
<off-screen> I've taken care of that annoying fly. What's the situation over there? (Talking about the SEALS helicopter.)

OLGA
Puzzling. I saw a man dressed like a ninja just now.

SOLIDUS
<off-screen> Ninja?

OLGA
It's the only way to describe it. A kind of cyborg ninja, complete with a sword.

SOLIDUS
<off-screen> *surprised* What...!

Raiden walks out in the direction of the voices. He can see Olga at the top of the stairs. She wears tiger stripe urban camo over her Ninja innerwear.

OLGA
Are you hiding something from me?

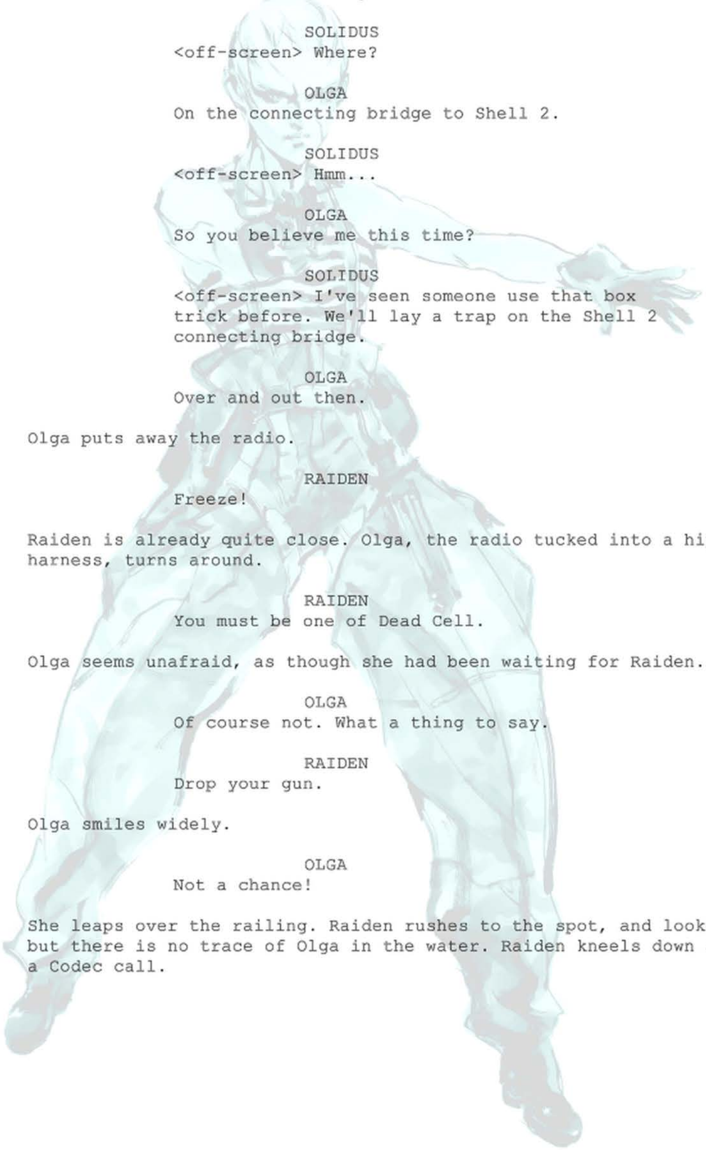
SOLIDUS
<off-screen> Are you sure it wasn't an Arsenal Tengu (a new type of Metal Gear, refers to Arsenal Gear's armaments)?

Olga denies the suggestion vehemently.

OLGA
Don't be a fool. Think I wouldn't know the difference? I've never seen field gear like that, ever.

SOLIDUS
<off-screen> All right. We'll intensify patrols. Anything else?

OLGA
Actually -- one more thing. You'll find it hard to believe, though.



Olga seems reluctant. She leans on the railings of the stairs.

OLGA
I saw a man hiding under a cardboard box.

SOLIDUS
<off-screen> Where?

OLGA
On the connecting bridge to Shell 2.

SOLIDUS
<off-screen> Hmm...

OLGA
So you believe me this time?

SOLIDUS
<off-screen> I've seen someone use that box trick before. We'll lay a trap on the Shell 2 connecting bridge.

OLGA
Over and out then.

Olga puts away the radio.

RAIDEN
Freeze!

Raiden is already quite close. Olga, the radio tucked into a hip harness, turns around.

RAIDEN
You must be one of Dead Cell.

Olga seems unafraid, as though she had been waiting for Raiden.

OLGA
Of course not. What a thing to say.

RAIDEN
Drop your gun.

Olga smiles widely.

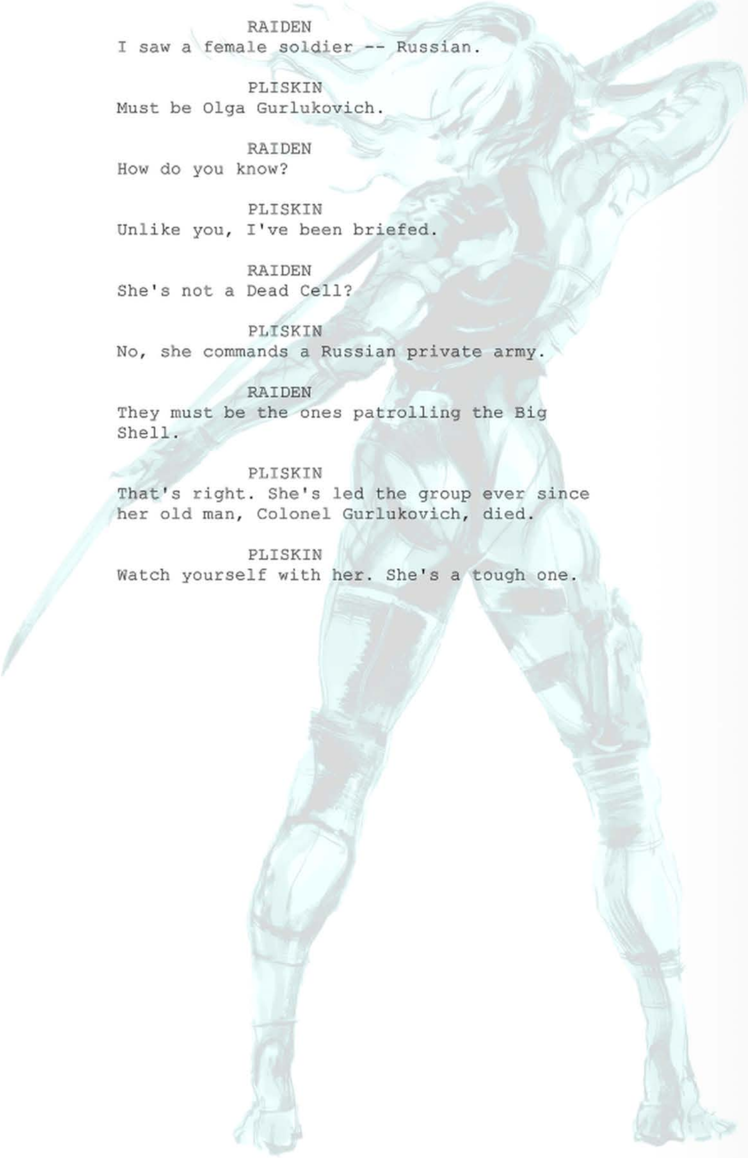
OLGA
Not a chance!

She leaps over the railing. Raiden rushes to the spot, and looks down, but there is no trace of Olga in the water. Raiden kneels down and makes a Codec call.

Disarming, Enter Olga 2

Codec Call 1

(mandatory outgoing call to Pliskin)



RAIDEN
I saw a female soldier -- Russian.

PLISKIN
Must be Olga Gurlukovich.

RAIDEN
How do you know?

PLISKIN
Unlike you, I've been briefed.

RAIDEN
She's not a Dead Cell?

PLISKIN
No, she commands a Russian private army.

RAIDEN
They must be the ones patrolling the Big Shell.

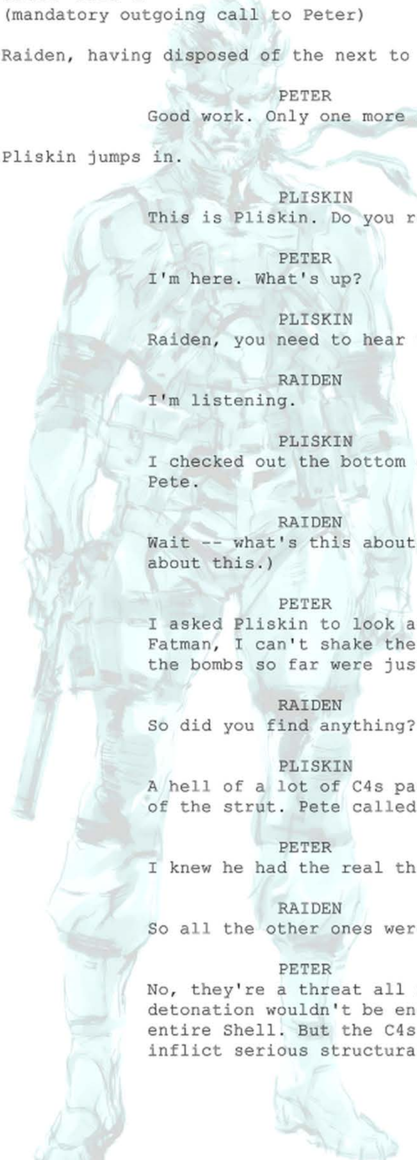
PLISKIN
That's right. She's led the group ever since her old man, Colonel Gurlukovich, died.

PLISKIN
Watch yourself with her. She's a tough one.

Disarming, Next to Last Bomb 1

Codec Call 1

(mandatory outgoing call to Peter)



Raiden, having disposed of the next to last bomb, calls Peter.

PETER
Good work. Only one more left to go...

Pliskin jumps in.

PLISKIN
This is Pliskin. Do you read me, Pete?

PETER
I'm here. What's up?

PLISKIN
Raiden, you need to hear this too.

RAIDEN
I'm listening.

PLISKIN
I checked out the bottom of Strut H for you, Pete.

RAIDEN
Wait -- what's this about? (He hasn't heard about this.)

PETER
I asked Pliskin to look around. Knowing Fatman, I can't shake the feeling that all the bombs so far were just wrong.

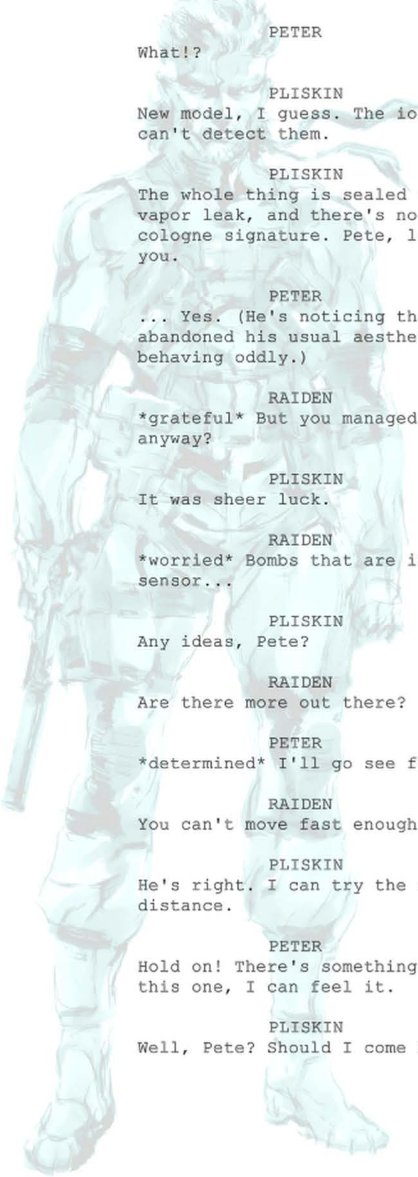
RAIDEN
So did you find anything?

PLISKIN
A hell of a lot of C4s packed into the bottom of the strut. Pete called it right.

PETER
I knew he had the real thing up his sleeve...

RAIDEN
So all the other ones were dummies?

PETER
No, they're a threat all right, but the detonation wouldn't be enough to destroy the entire Shell. But the C4s Pliskin found would inflict serious structural damage.



PLISKIN
That's not the bad news either. These are sensor-proof.

PETER
What!?

PLISKIN
New model, I guess. The ionization sensor can't detect them.

PLISKIN
The whole thing is sealed tight to prevent vapor leak, and there's no trace of that cologne signature. Pete, looks like he fooled you.

PETER
... Yes. (He's noticing that Fatman has abandoned his usual aesthetics and is behaving oddly.)

RAIDEN
grateful But you managed to find the thing anyway?

PLISKIN
It was sheer luck.

RAIDEN
worried Bombs that are invisible to the sensor...

PLISKIN
Any ideas, Pete?

RAIDEN
Are there more out there?

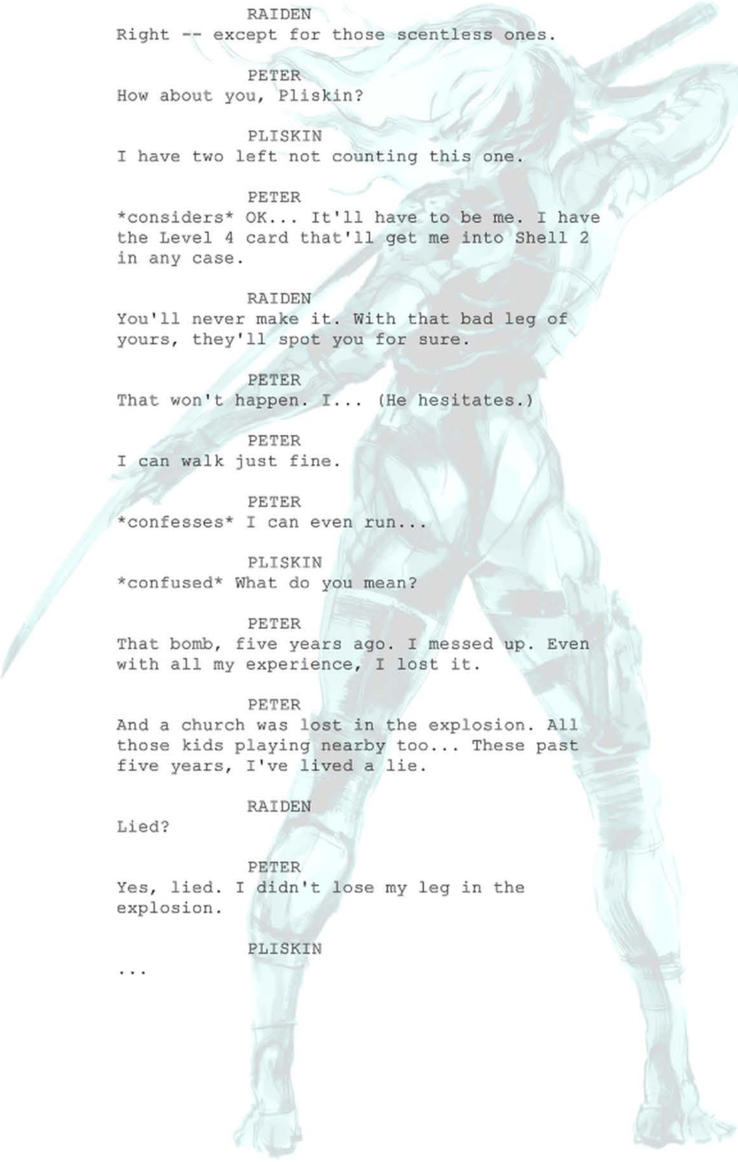
PETER
determined I'll go see for myself.

RAIDEN
You can't move fast enough.

PLISKIN
He's right. I can try the spray from a distance.

PETER
Hold on! There's something not right about this one, I can feel it.

PLISKIN
Well, Pete? Should I come back and get you?



PETER
No, there's no need. Raiden, you have one left to go, correct?

RAIDEN
Right -- except for those scentless ones.

PETER
How about you, Pliskin?

PLISKIN
I have two left not counting this one.

PETER
considers OK... It'll have to be me. I have the Level 4 card that'll get me into Shell 2 in any case.

RAIDEN
You'll never make it. With that bad leg of yours, they'll spot you for sure.

PETER
That won't happen. I... (He hesitates.)

PETER
I can walk just fine.

PETER
confesses I can even run...

PLISKIN
confused What do you mean?

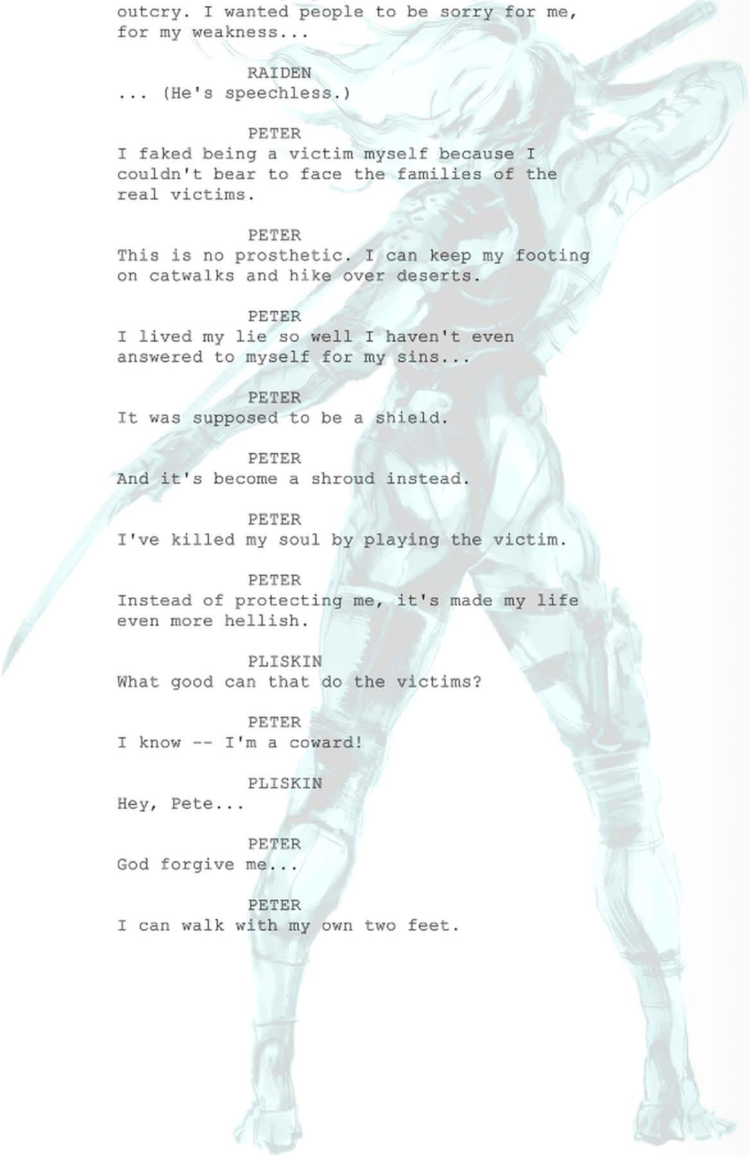
PETER
That bomb, five years ago. I messed up. Even with all my experience, I lost it.

PETER
And a church was lost in the explosion. All those kids playing nearby too... These past five years, I've lived a lie.

RAIDEN
Lied?

PETER
Yes, lied. I didn't lose my leg in the explosion.

PLISKIN
...



PETER

So many dead -- all because of my mistake. All I could think about was hiding from the crime, shielding myself from the public outcry. I wanted people to be sorry for me, for my weakness...

RAIDEN

... (He's speechless.)

PETER

I faked being a victim myself because I couldn't bear to face the families of the real victims.

PETER

This is no prosthetic. I can keep my footing on catwalks and hike over deserts.

PETER

I lived my lie so well I haven't even answered to myself for my sins...

PETER

It was supposed to be a shield.

PETER

And it's become a shroud instead.

PETER

I've killed my soul by playing the victim.

PETER

Instead of protecting me, it's made my life even more hellish.

PLISKIN

What good can that do the victims?

PETER

I know -- I'm a coward!

PLISKIN

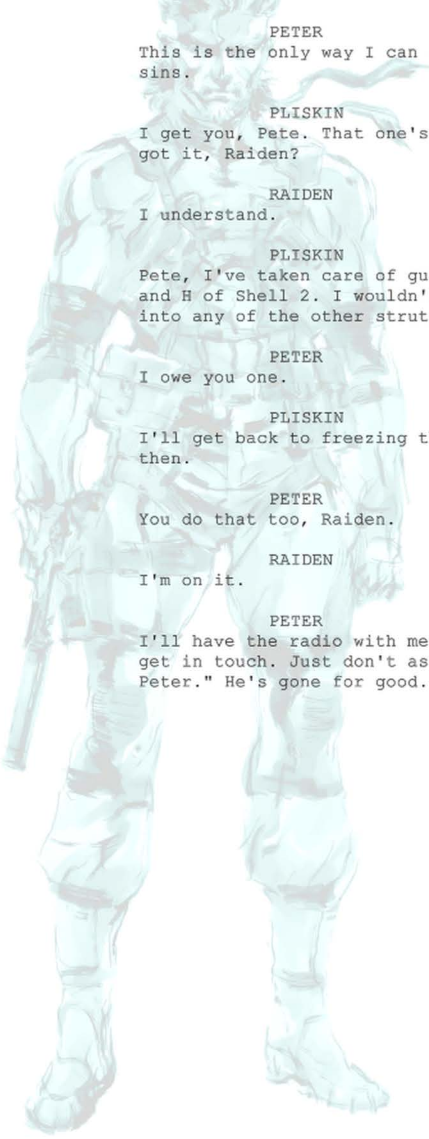
Hey, Pete...

PETER

God forgive me...

PETER

I can walk with my own two feet.



PETER

And I need them to stop Fatman. His crimes are also mine -- one of omission, and arrogance. No one should teach the skills I taught him without a clear conscience.

PETER

This is the only way I can defuse my own sins.

PLISKIN

I get you, Pete. That one's all yours. You got it, Raiden?

RAIDEN

I understand.

PLISKIN

Pete, I've taken care of guards in Struts G and H of Shell 2. I wouldn't recommend you go into any of the other struts.

PETER

I owe you one.

PLISKIN

I'll get back to freezing the baby bombs then.

PETER

You do that too, Raiden.

RAIDEN

I'm on it.

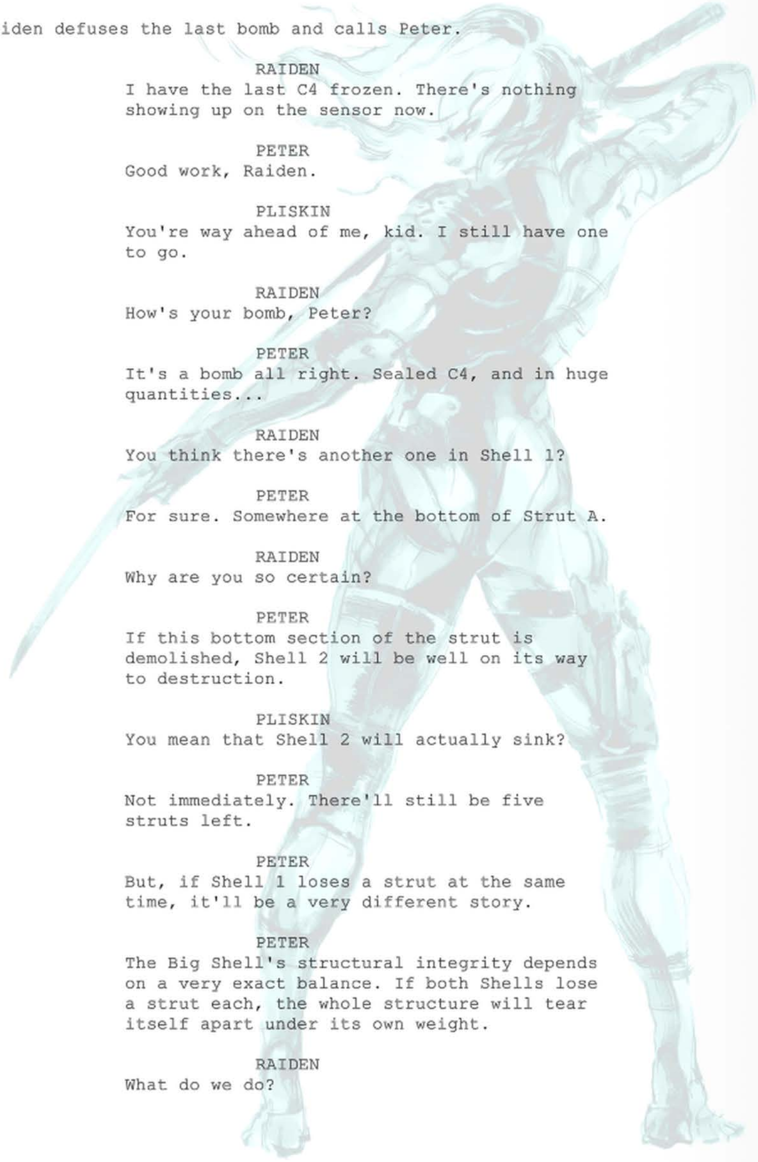
PETER

I'll have the radio with me, if you need to get in touch. Just don't ask for "Peg-Legged Peter." He's gone for good.

Disarming, Last Bomb 1

Codec Call 1

(mandatory outgoing call to Peter)



Raiden defuses the last bomb and calls Peter.

RAIDEN

I have the last C4 frozen. There's nothing showing up on the sensor now.

PETER

Good work, Raiden.

PLISKIN

You're way ahead of me, kid. I still have one to go.

RAIDEN

How's your bomb, Peter?

PETER

It's a bomb all right. Sealed C4, and in huge quantities...

RAIDEN

You think there's another one in Shell 1?

PETER

For sure. Somewhere at the bottom of Strut A.

RAIDEN

Why are you so certain?

PETER

If this bottom section of the strut is demolished, Shell 2 will be well on its way to destruction.

PLISKIN

You mean that Shell 2 will actually sink?

PETER

Not immediately. There'll still be five struts left.

PETER

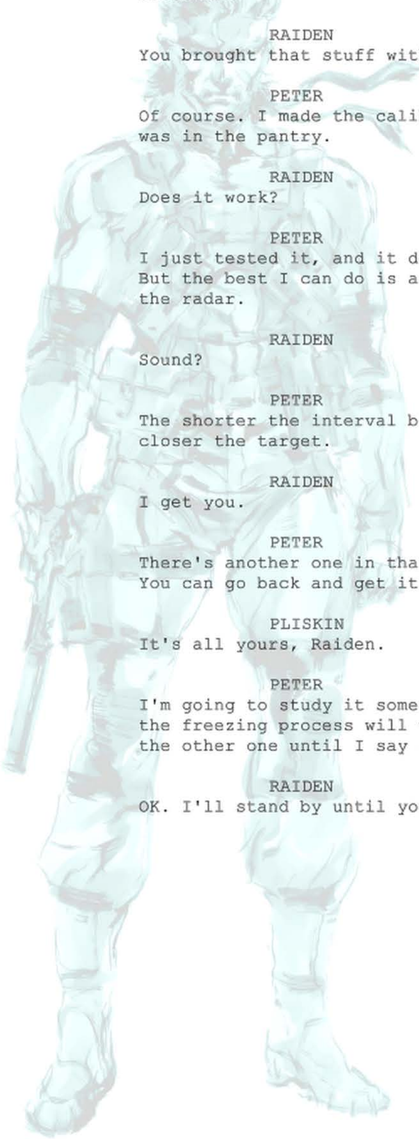
But, if Shell 1 loses a strut at the same time, it'll be a very different story.

PETER

The Big Shell's structural integrity depends on a very exact balance. If both Shells lose a strut each, the whole structure will tear itself apart under its own weight.

RAIDEN

What do we do?



PETER
I have a sensor that can locate even those scentless C4s. It makes combined use of a neutron scintillator and a hydrogen bomb detector.

RAIDEN
You brought that stuff with you?

PETER
Of course. I made the calibrations while I was in the pantry.

RAIDEN
Does it work?

PETER
I just tested it, and it definitely responds. But the best I can do is a sound beacon, not the radar.

RAIDEN
Sound?

PETER
The shorter the interval between beacons, the closer the target.

RAIDEN
I get you.

PETER
There's another one in that pantry I was in. You can go back and get it.

PLISKIN
It's all yours, Raiden.

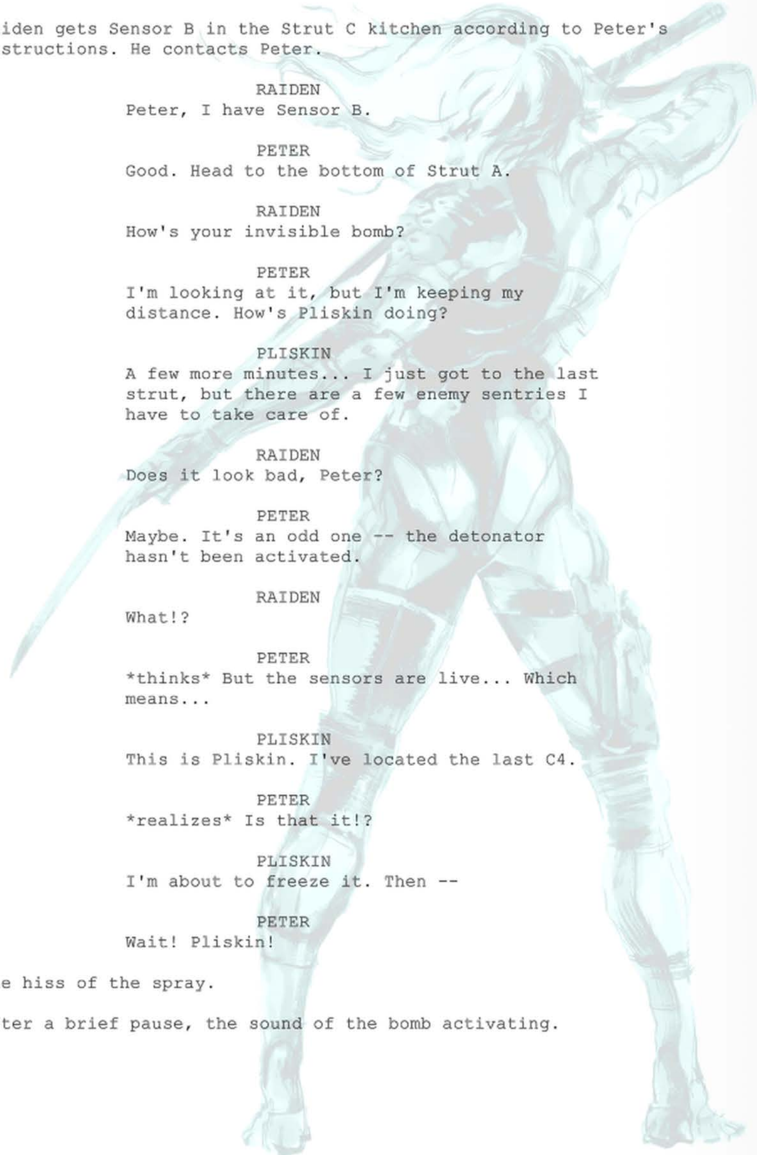
PETER
I'm going to study it some more, and see if the freezing process will work. Don't touch the other one until I say so.

RAIDEN
OK. I'll stand by until you radio in.

Disarming, Getting Sensor B 1

Codec Call 1

(mandatory outgoing call to Peter)



Raiden gets Sensor B in the Strut C kitchen according to Peter's instructions. He contacts Peter.

RAIDEN
Peter, I have Sensor B.

PETER
Good. Head to the bottom of Strut A.

RAIDEN
How's your invisible bomb?

PETER
I'm looking at it, but I'm keeping my distance. How's Pliskin doing?

PLISKIN
A few more minutes... I just got to the last strut, but there are a few enemy sentries I have to take care of.

RAIDEN
Does it look bad, Peter?

PETER
Maybe. It's an odd one -- the detonator hasn't been activated.

RAIDEN
What!?

PETER
thinks But the sensors are live... Which means...

PLISKIN
This is Pliskin. I've located the last C4.

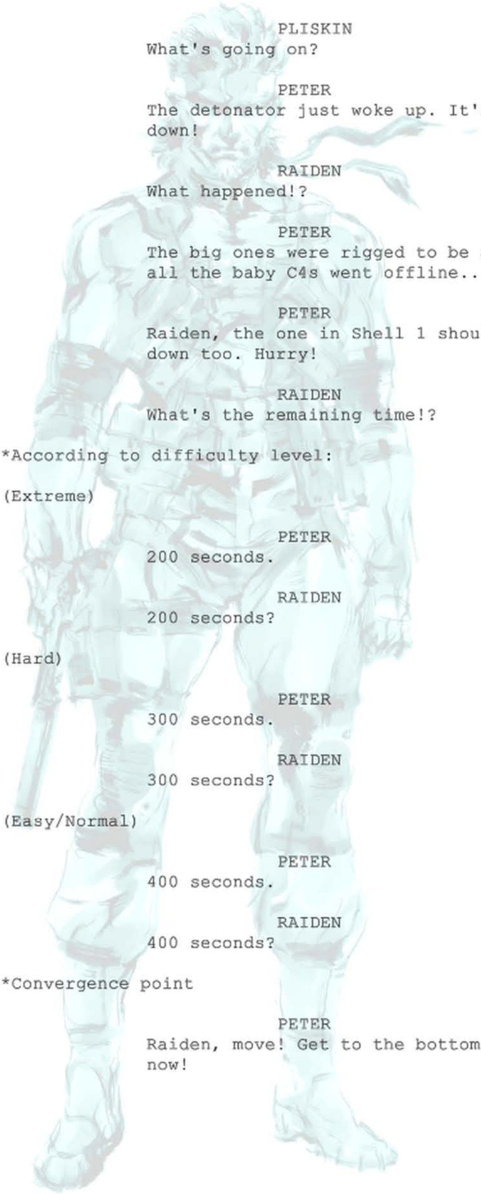
PETER
realizes Is that it!?

PLISKIN
I'm about to freeze it. Then --

PETER
Wait! Pliskin!

The hiss of the spray.

After a brief pause, the sound of the bomb activating.



PETER
Damn! That WAS it!

PLISKIN
What's going on?

PETER
The detonator just woke up. It's counting down!

RAIDEN
What happened!?

PETER
The big ones were rigged to be activated when all the baby C4s went offline...

PETER
Raiden, the one in Shell 1 should be counting down too. Hurry!

RAIDEN
What's the remaining time!?

*According to difficulty level:

(Extreme)

PETER
200 seconds.

RAIDEN
200 seconds?

(Hard)

PETER
300 seconds.

RAIDEN
300 seconds?

(Easy/Normal)

PETER
400 seconds.

RAIDEN
400 seconds?

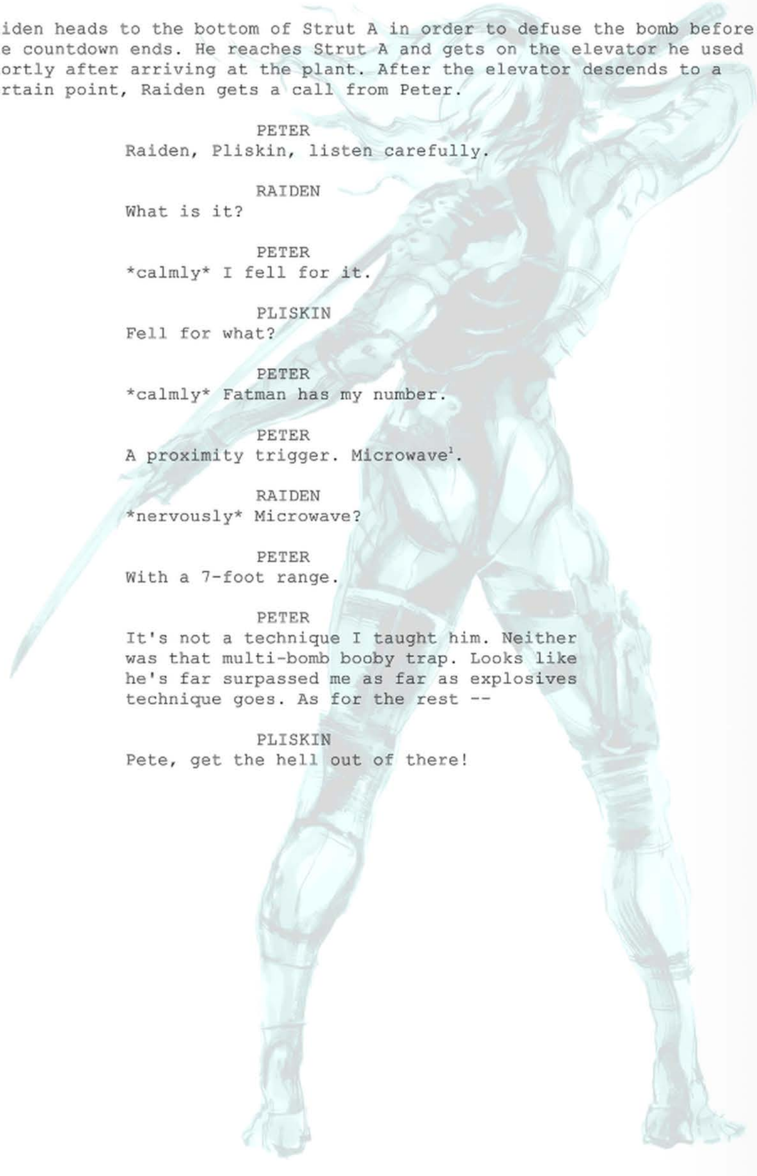
*Convergence point

PETER
Raiden, move! Get to the bottom of Strut A now!

Disarming, Elevator Descent 1

Codec Call 1

(mandatory incoming call from Peter)



Raiden heads to the bottom of Strut A in order to defuse the bomb before the countdown ends. He reaches Strut A and gets on the elevator he used shortly after arriving at the plant. After the elevator descends to a certain point, Raiden gets a call from Peter.

PETER
Raiden, Pliskin, listen carefully.

RAIDEN
What is it?

PETER
calmly I fell for it.

PLISKIN
Fell for what?

PETER
calmly Fatman has my number.

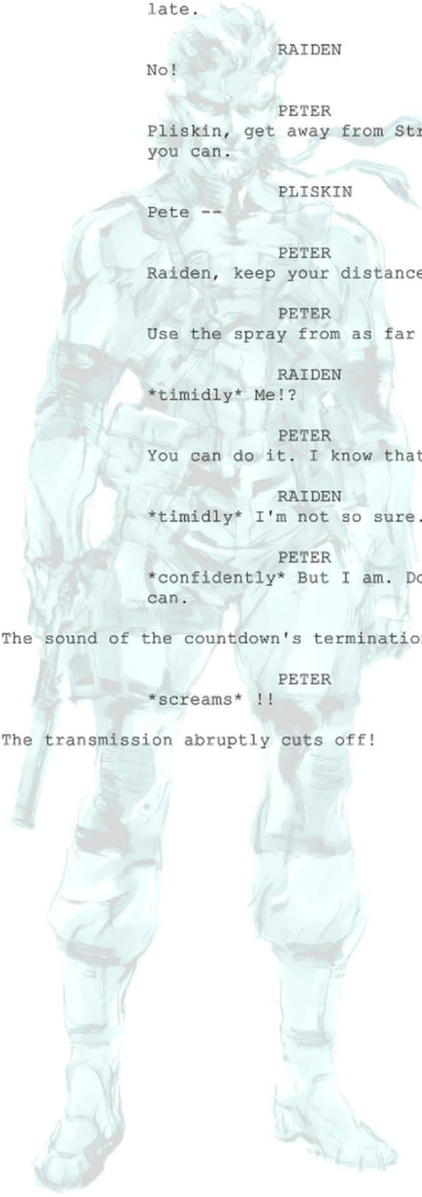
PETER
A proximity trigger. Microwave[1].

RAIDEN
nervously Microwave?

PETER
With a 7-foot range.

PETER
It's not a technique I taught him. Neither was that multi-bomb booby trap. Looks like he's far surpassed me as far as explosives technique goes. As for the rest --

PLISKIN
Pete, get the hell out of there!



PETER
There's less than 30 seconds left. It's too late.

RAIDEN
No!

PETER
Pliskin, get away from Strut H, as fast as you can.

PLISKIN
Pete --

PETER
Raiden, keep your distance.

PETER
Use the spray from as far away as possible.

RAIDEN
timidly Me!?

PETER
You can do it. I know that.

RAIDEN
timidly I'm not so sure...

PETER
confidently But I am. Do it, I know you can.

The sound of the countdown's termination (long beep).

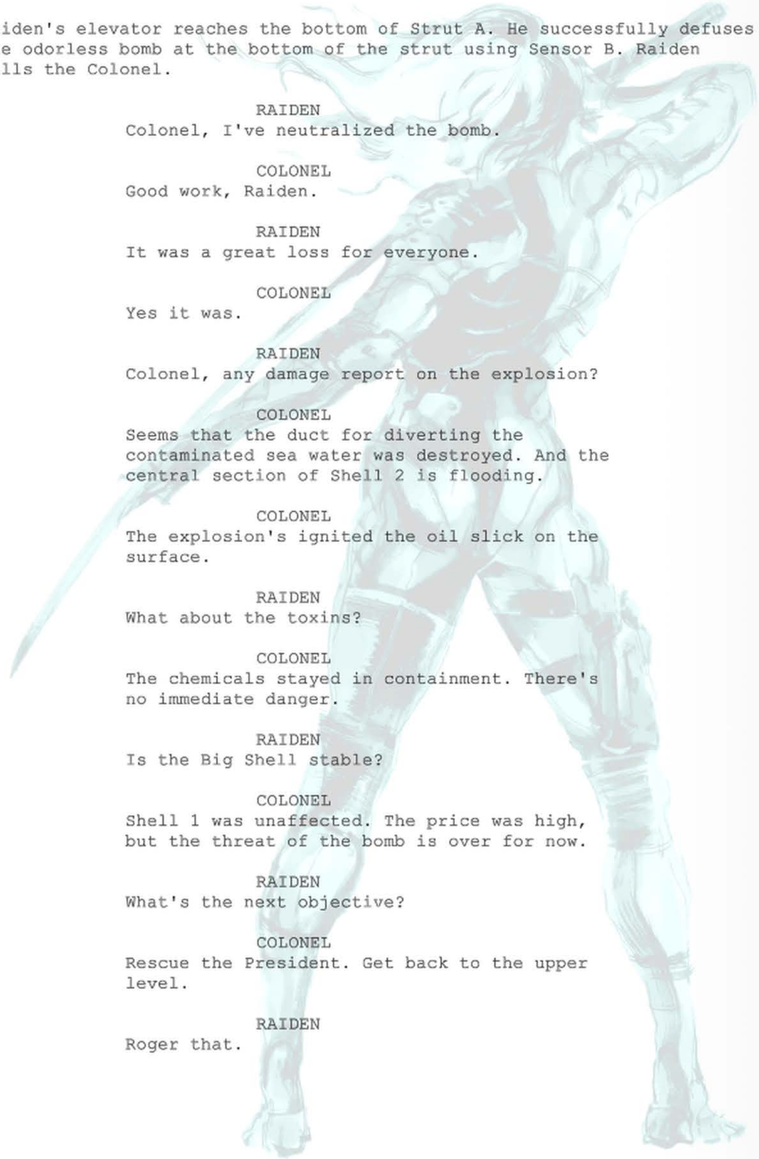
PETER
screams !!

The transmission abruptly cuts off!

End of Bomb Disposal 1

Codec Call 1

(mandatory outgoing call to the Colonel)



Raiden's elevator reaches the bottom of Strut A. He successfully defuses the odorless bomb at the bottom of the strut using Sensor B. Raiden calls the Colonel.

RAIDEN
Colonel, I've neutralized the bomb.

COLONEL
Good work, Raiden.

RAIDEN
It was a great loss for everyone.

COLONEL
Yes it was.

RAIDEN
Colonel, any damage report on the explosion?

COLONEL
Seems that the duct for diverting the contaminated sea water was destroyed. And the central section of Shell 2 is flooding.

COLONEL
The explosion's ignited the oil slick on the surface.

RAIDEN
What about the toxins?

COLONEL
The chemicals stayed in containment. There's no immediate danger.

RAIDEN
Is the Big Shell stable?

COLONEL
Shell 1 was unaffected. The price was high, but the threat of the bomb is over for now.

RAIDEN
What's the next objective?

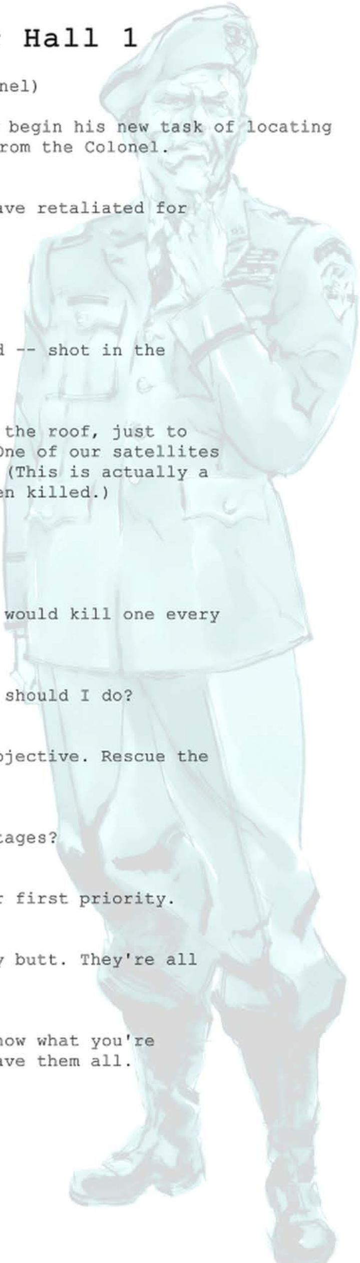
COLONEL
Rescue the President. Get back to the upper level.

RAIDEN
Roger that.

Post-Disarm, Elevator Hall 1

Codec Call 1

(mandatory incoming call from the Colonel)



Raiden returns to the elevator hall to begin his new task of locating the President. Another call comes in from the Colonel.

COLONEL
Raiden, the terrorists have retaliated for our bomb neutralization.

RAIDEN
What!?

COLONEL
A hostage has been killed -- shot in the head.

COLONEL
They shot one of them on the roof, just to make sure we caught it. One of our satellites caught it, clear as day. (This is actually a lie. No hostages have been killed.)

RAIDEN
Damn!

COLONEL
They announced that they would kill one every hour from now on.

RAIDEN
What are my orders? What should I do?

COLONEL
Stay with your mission objective. Rescue the President.

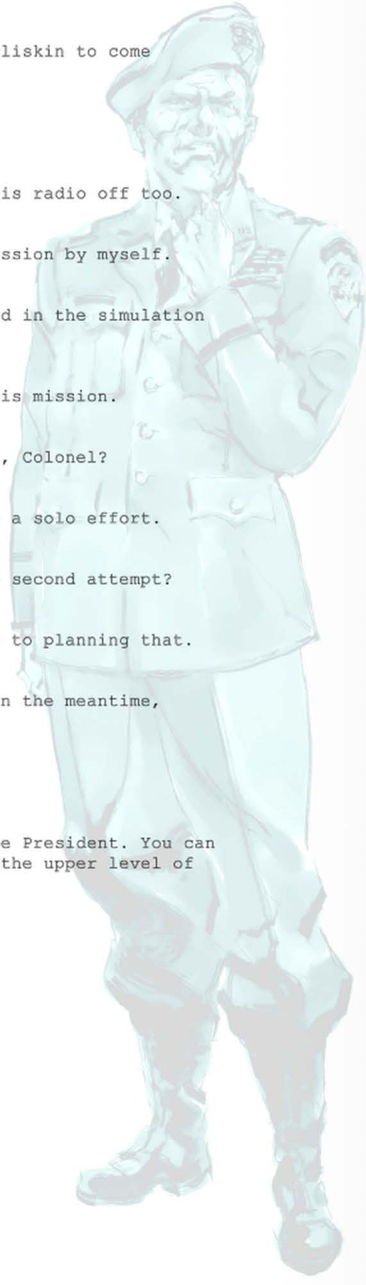
RAIDEN
What about the other hostages?

COLONEL
President Johnson is your first priority.

RAIDEN
emotionally Priority my butt. They're all in danger!

ROSE
Jack, be reasonable. I know what you're feeling, but you can't save them all.

RAIDEN
No, not by myself.



COLONEL
Are you expecting that Pliskin to come through?

RAIDEN
Well...

COLONEL
Looks like he's turned his radio off too.

RAIDEN
I can't complete this mission by myself.

COLONEL
That man was not included in the simulation (the S3 Plan).

COLONEL
He is not a factor in this mission.

RAIDEN
What do you mean by that, Colonel?

COLONEL
Your mission must remain a solo effort.

RAIDEN
What about the SEALs? No second attempt?

COLONEL
They haven't even gotten to planning that.

COLONEL
All we can do is wait. In the meantime, you're our only hope.

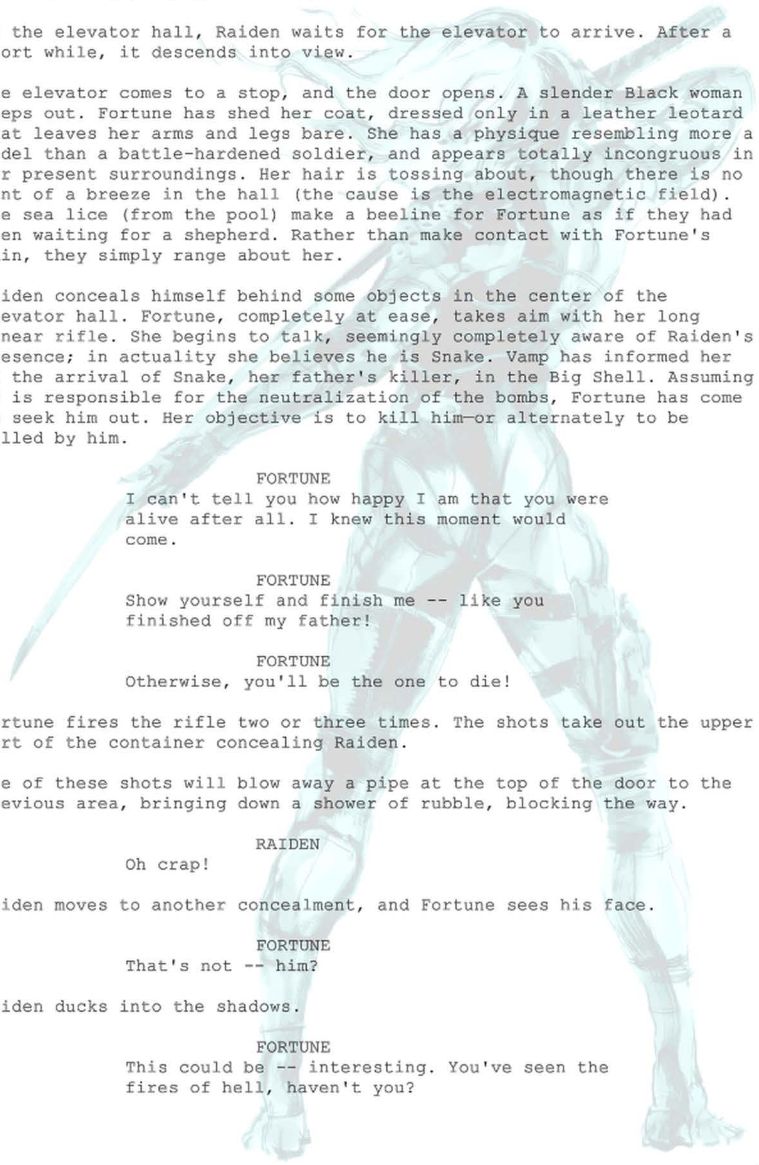
RAIDEN
... I understand.

COLONEL
Raiden, go and rescue the President. You can start off by getting to the upper level of Strut A.

Post-Disarm, Fortune Returns 1

3D Cutscene 1

(Bottom of Strut A, Elevator Hall)



In the elevator hall, Raiden waits for the elevator to arrive. After a short while, it descends into view.

The elevator comes to a stop, and the door opens. A slender Black woman steps out. Fortune has shed her coat, dressed only in a leather leotard that leaves her arms and legs bare. She has a physique resembling more a model than a battle-hardened soldier, and appears totally incongruous in her present surroundings. Her hair is tossing about, though there is no hint of a breeze in the hall (the cause is the electromagnetic field). The sea lice (from the pool) make a beeline for Fortune as if they had been waiting for a shepherd. Rather than make contact with Fortune's skin, they simply range about her.

Raiden conceals himself behind some objects in the center of the elevator hall. Fortune, completely at ease, takes aim with her long linear rifle. She begins to talk, seemingly completely aware of Raiden's presence; in actuality she believes he is Snake. Vamp has informed her of the arrival of Snake, her father's killer, in the Big Shell. Assuming he is responsible for the neutralization of the bombs, Fortune has come to seek him out. Her objective is to kill him—or alternately to be killed by him.

FORTUNE

I can't tell you how happy I am that you were alive after all. I knew this moment would come.

FORTUNE

Show yourself and finish me -- like you finished off my father!

FORTUNE

Otherwise, you'll be the one to die!

Fortune fires the rifle two or three times. The shots take out the upper part of the container concealing Raiden.

One of these shots will blow away a pipe at the top of the door to the previous area, bringing down a shower of rubble, blocking the way.

RAIDEN

Oh crap!

Raiden moves to another concealment, and Fortune sees his face.

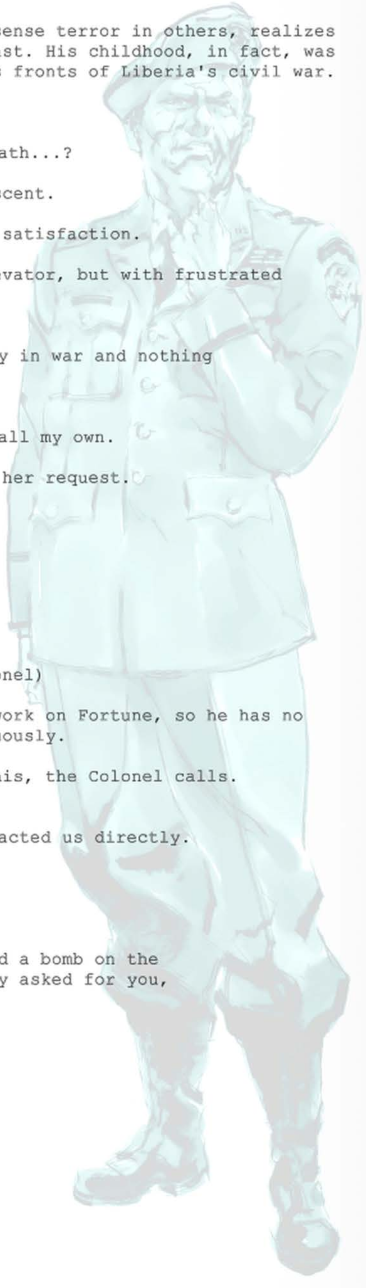
FORTUNE

That's not -- him?

Raiden ducks into the shadows.

FORTUNE

This could be -- interesting. You've seen the fires of hell, haven't you?



Fortune, with her uncanny ability to sense terror in others, realizes that Raiden carries with him a dark past. His childhood, in fact, was spent as a boy soldier on the ruthless fronts of Liberia's civil war. Foreshadowing.

FORTUNE
Maybe you can give me death...?

Behind her, the elevator begins its ascent.

Fortune glances at it, then smiles in satisfaction.

Raiden also looks to the departing elevator, but with frustrated longing.

FORTUNE
My name is Fortune, lucky in war and nothing else...

FORTUNE
And without a death to call my own.

She turns to Raiden and coolly utters her request.

FORTUNE
Hurry, kill me please!

Fortune Battle

Codec Call 1

(mandatory incoming call from the Colonel)

None of Raiden's attack options will work on Fortune, so he has no choice but to stay on the move continuously.

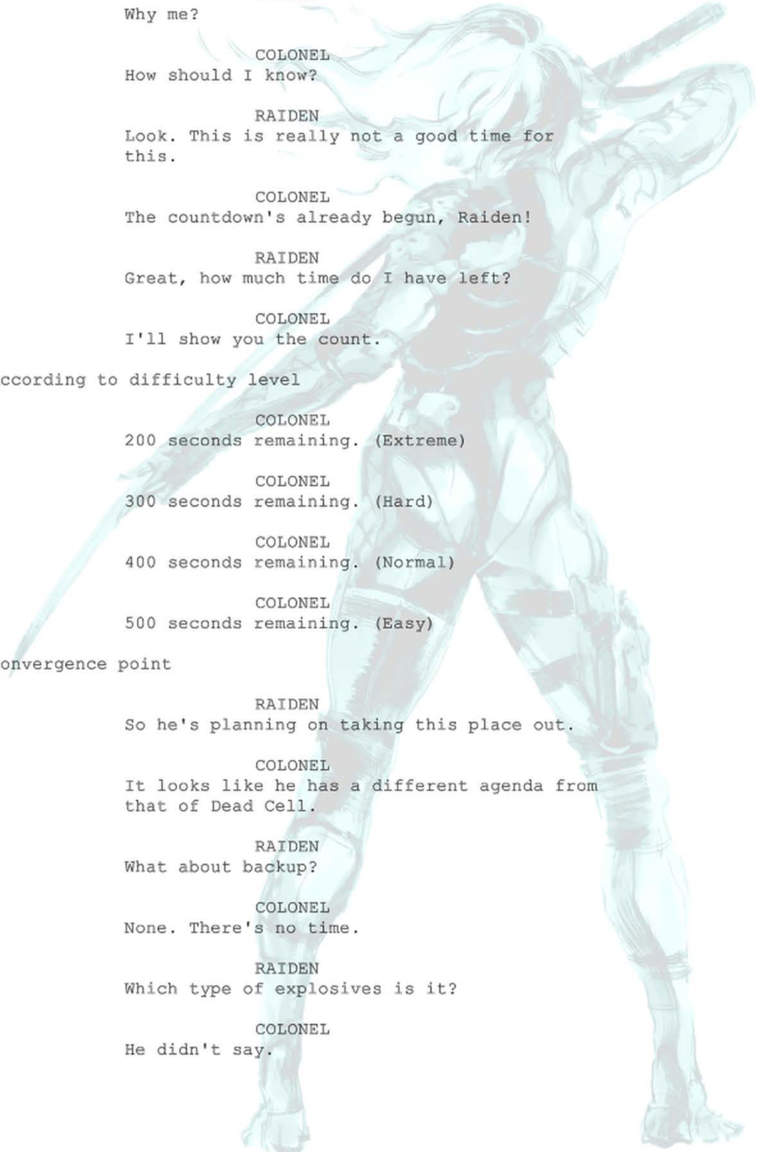
After approximately four minutes of this, the Colonel calls.

COLONEL
Raiden, Fatman just contacted us directly.

RAIDEN
Fatman called US?

COLONEL
Yes. Looks like he placed a bomb on the heliport. He specifically asked for you, Raiden.

RAIDEN
What!?



COLONEL
He's killed off Peter. Now he's after you.

RAIDEN
Why me?

COLONEL
How should I know?

RAIDEN
Look. This is really not a good time for this.

COLONEL
The countdown's already begun, Raiden!

RAIDEN
Great, how much time do I have left?

COLONEL
I'll show you the count.

*According to difficulty level

COLONEL
200 seconds remaining. (Extreme)

COLONEL
300 seconds remaining. (Hard)

COLONEL
400 seconds remaining. (Normal)

COLONEL
500 seconds remaining. (Easy)

*Convergence point

RAIDEN
So he's planning on taking this place out.

COLONEL
It looks like he has a different agenda from that of Dead Cell.

RAIDEN
What about backup?

COLONEL
None. There's no time.

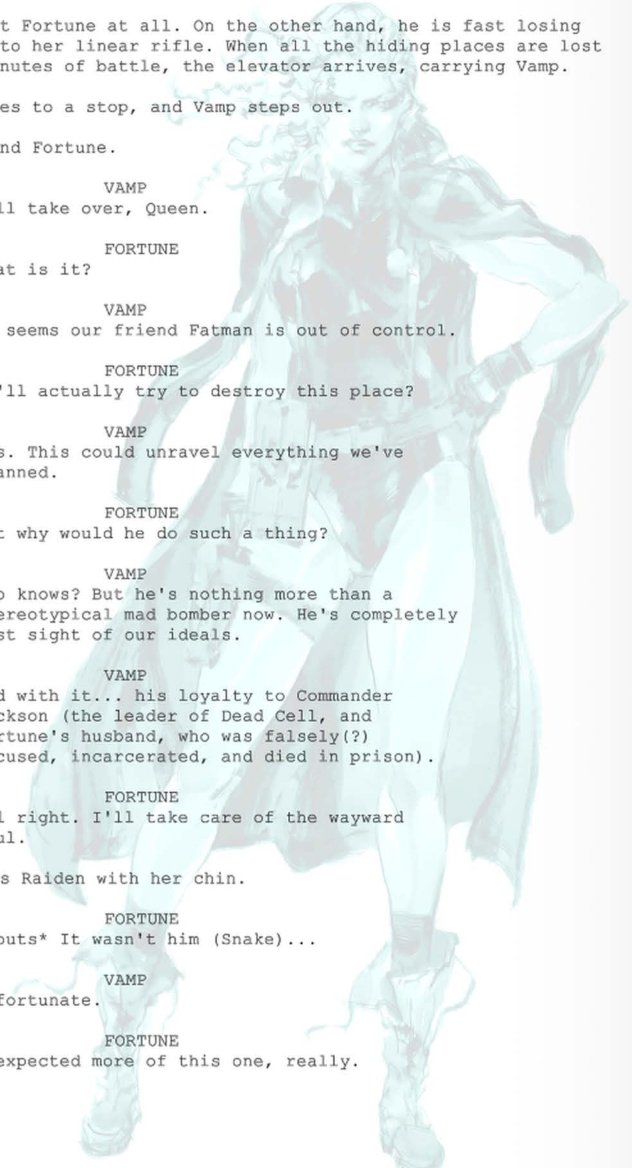
RAIDEN
Which type of explosives is it?

COLONEL
He didn't say.

Fortune Battle End 1

3D Cutscene 1

(Bottom of Strut A, Elevator Hall)



Raiden cannot hit Fortune at all. On the other hand, he is fast losing points of cover to her linear rifle. When all the hiding places are lost or after five minutes of battle, the elevator arrives, carrying Vamp.

The elevator comes to a stop, and Vamp steps out.

He walks up behind Fortune.

VAMP
I'll take over, Queen.

FORTUNE
What is it?

VAMP
It seems our friend Fatman is out of control.

FORTUNE
He'll actually try to destroy this place?

VAMP
Yes. This could unravel everything we've planned.

FORTUNE
But why would he do such a thing?

VAMP
Who knows? But he's nothing more than a stereotypical mad bomber now. He's completely lost sight of our ideals.

VAMP
And with it... his loyalty to Commander Jackson (the leader of Dead Cell, and Fortune's husband, who was falsely(?) accused, incarcerated, and died in prison).

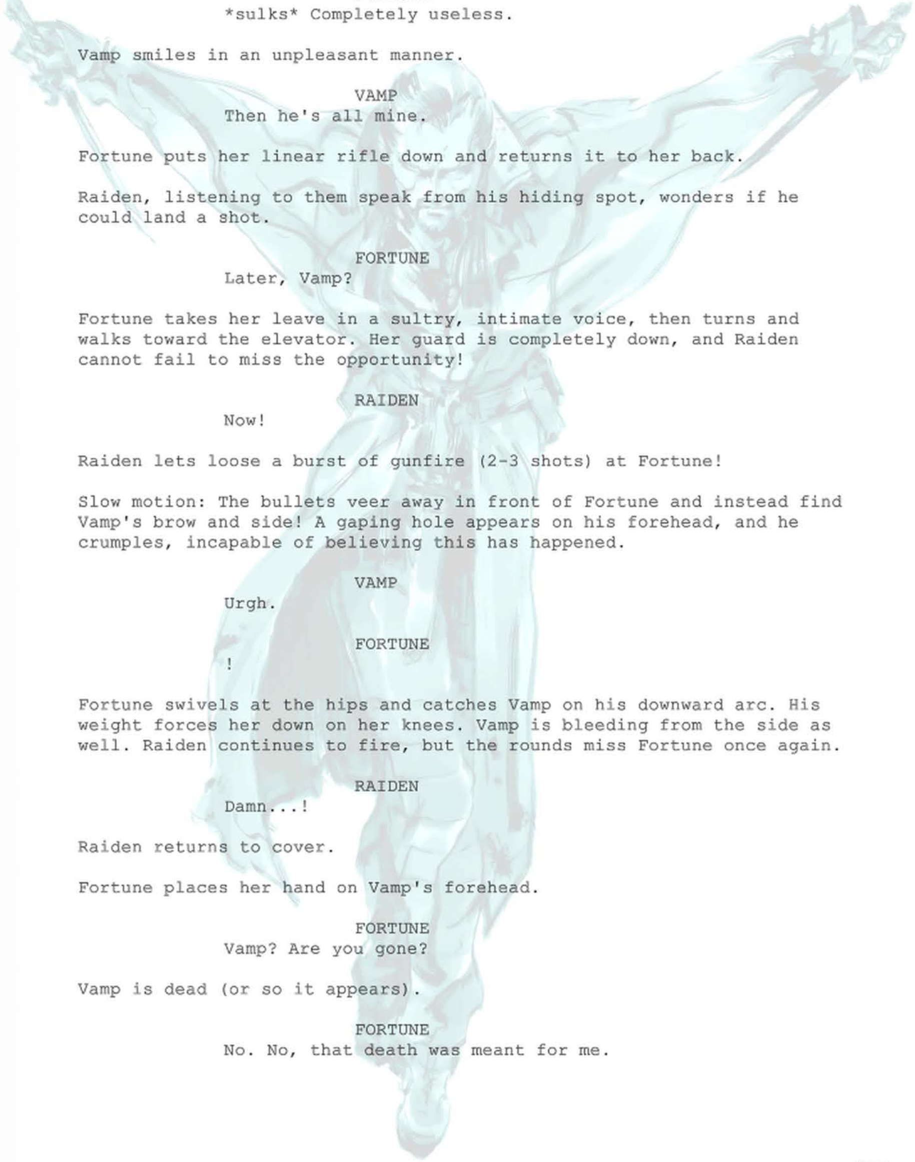
FORTUNE
All right. I'll take care of the wayward soul.

Fortune indicates Raiden with her chin.

FORTUNE
pouts It wasn't him (Snake)...

VAMP
Unfortunate.

FORTUNE
I expected more of this one, really.



VAMP
But he couldn't kill you, I see.

FORTUNE
sulks Completely useless.

Vamp smiles in an unpleasant manner.

VAMP
Then he's all mine.

Fortune puts her linear rifle down and returns it to her back.

Raiden, listening to them speak from his hiding spot, wonders if he could land a shot.

FORTUNE
Later, Vamp?

Fortune takes her leave in a sultry, intimate voice, then turns and walks toward the elevator. Her guard is completely down, and Raiden cannot fail to miss the opportunity!

RAIDEN
Now!

Raiden lets loose a burst of gunfire (2-3 shots) at Fortune!

Slow motion: The bullets veer away in front of Fortune and instead find Vamp's brow and side! A gaping hole appears on his forehead, and he crumples, incapable of believing this has happened.

VAMP
Urgh.

FORTUNE
!

Fortune swivels at the hips and catches Vamp on his downward arc. His weight forces her down on her knees. Vamp is bleeding from the side as well. Raiden continues to fire, but the rounds miss Fortune once again.

RAIDEN
Damn...!

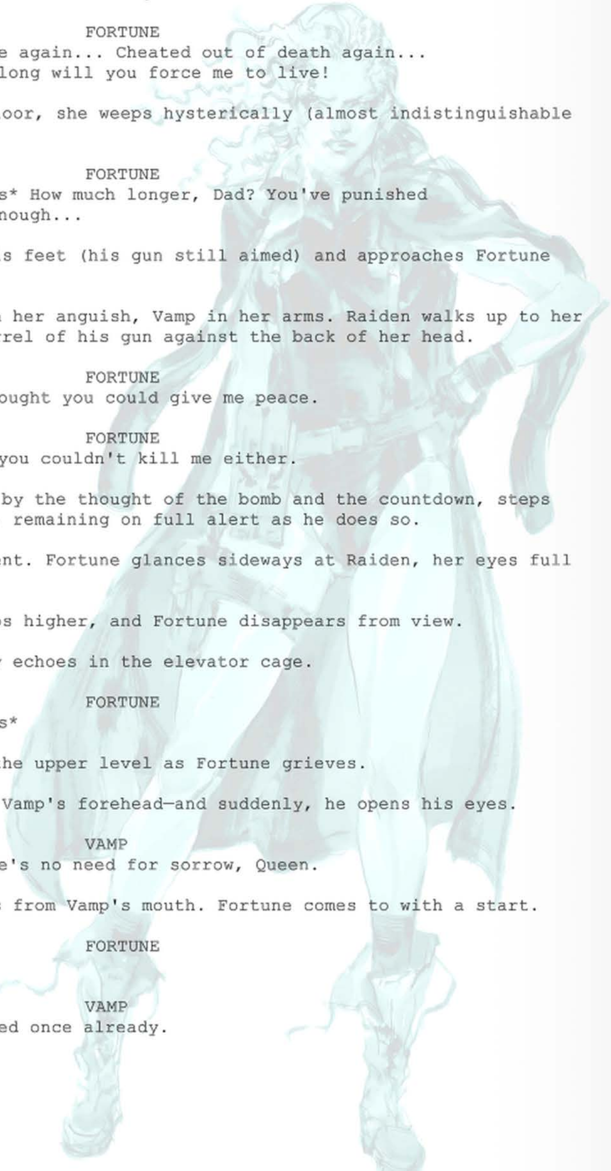
Raiden returns to cover.

Fortune places her hand on Vamp's forehead.

FORTUNE
Vamp? Are you gone?

Vamp is dead (or so it appears).

FORTUNE
No. No, that death was meant for me.



FORTUNE
Why am I the only one that can't die!?

Fortune has lost her will to fight.

FORTUNE
Alone again... Cheated out of death again...
How long will you force me to live!

Crouched on the floor, she weeps hysterically (almost indistinguishable from laughter).

FORTUNE
sobs How much longer, Dad? You've punished
me enough...

Raiden rises to his feet (his gun still aimed) and approaches Fortune cautiously.

Fortune is lost in her anguish, Vamp in her arms. Raiden walks up to her and places the barrel of his gun against the back of her head.

FORTUNE
I thought you could give me peace.

FORTUNE
But you couldn't kill me either.

Raiden, chastened by the thought of the bomb and the countdown, steps into the elevator, remaining on full alert as he does so.

It begins its ascent. Fortune glances sideways at Raiden, her eyes full of tears.

The elevator climbs higher, and Fortune disappears from view.

Her despairing cry echoes in the elevator cage.

FORTUNE
sobs

Raiden heads for the upper level as Fortune grieves.

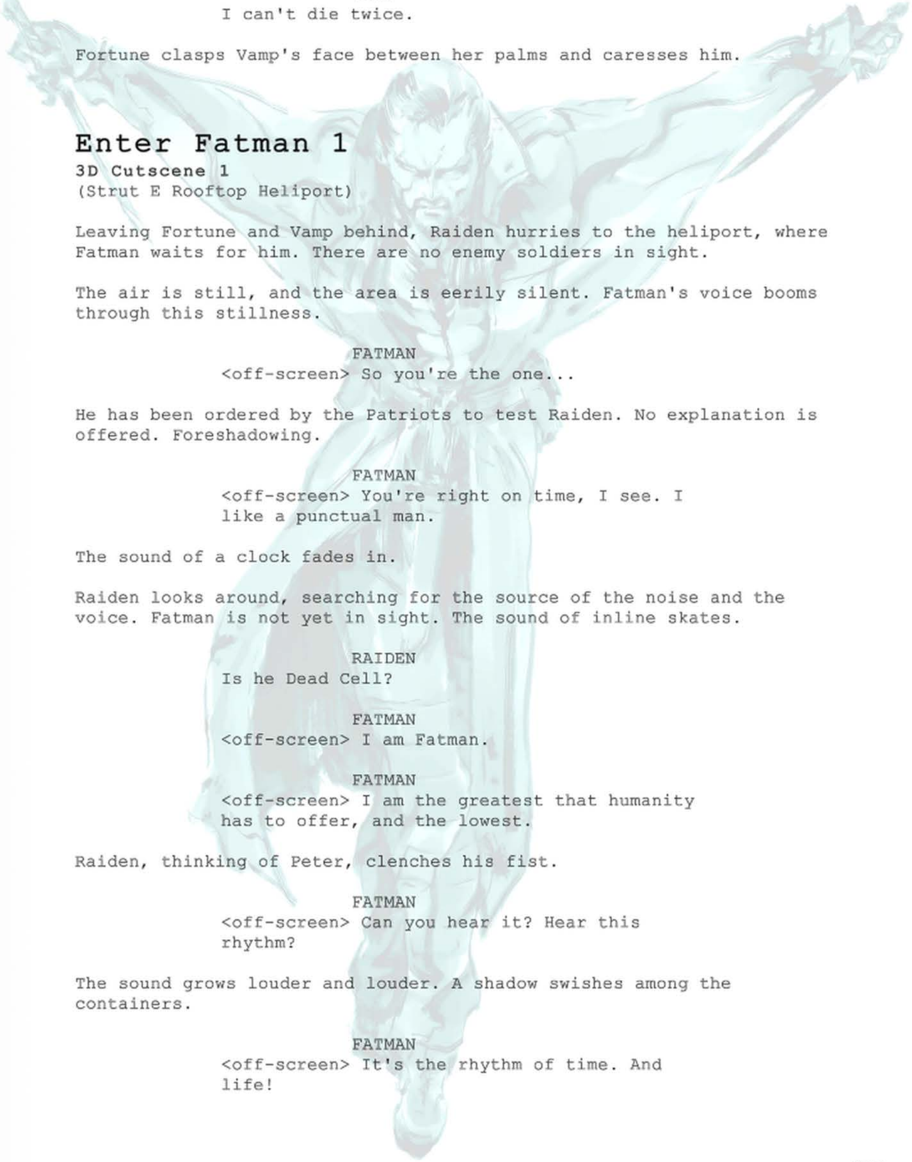
Her tears fall on Vamp's forehead—and suddenly, he opens his eyes.

VAMP
There's no need for sorrow, Queen.

White breath curls from Vamp's mouth. Fortune comes to with a start.

FORTUNE
!?

VAMP
I died once already.



FORTUNE

Vamp?

VAMP

I can't die twice.

Fortune clasps Vamp's face between her palms and caresses him.

Enter Fatman 1

3D Cutscene 1

(Strut E Rooftop Heliport)

Leaving Fortune and Vamp behind, Raiden hurries to the heliport, where Fatman waits for him. There are no enemy soldiers in sight.

The air is still, and the area is eerily silent. Fatman's voice booms through this stillness.

FATMAN

<off-screen> So you're the one...

He has been ordered by the Patriots to test Raiden. No explanation is offered. Foreshadowing.

FATMAN

<off-screen> You're right on time, I see. I like a punctual man.

The sound of a clock fades in.

Raiden looks around, searching for the source of the noise and the voice. Fatman is not yet in sight. The sound of inline skates.

RAIDEN

Is he Dead Cell?

FATMAN

<off-screen> I am Fatman.

FATMAN

<off-screen> I am the greatest that humanity has to offer, and the lowest.

Raiden, thinking of Peter, clenches his fist.

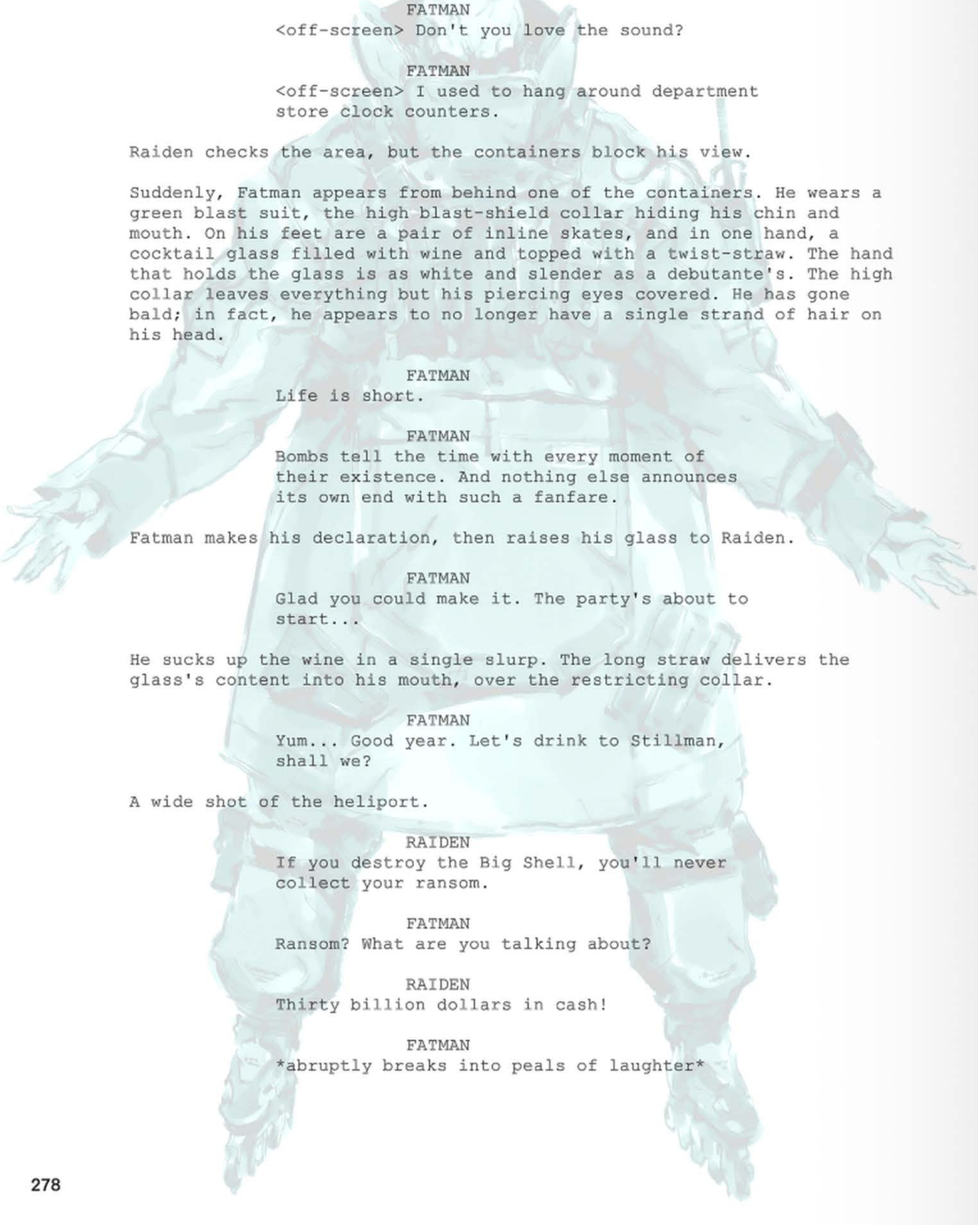
FATMAN

<off-screen> Can you hear it? Hear this rhythm?

The sound grows louder and louder. A shadow swishes among the containers.

FATMAN

<off-screen> It's the rhythm of time. And life!



A click and a new sound join the existing rhythm (This is the sound of Fatman setting C4s.)

FATMAN
<off-screen> Don't you love the sound?

FATMAN
<off-screen> I used to hang around department store clock counters.

Raiden checks the area, but the containers block his view.

Suddenly, Fatman appears from behind one of the containers. He wears a green blast suit, the high blast-shield collar hiding his chin and mouth. On his feet are a pair of inline skates, and in one hand, a cocktail glass filled with wine and topped with a twist-straw. The hand that holds the glass is as white and slender as a debutante's. The high collar leaves everything but his piercing eyes covered. He has gone bald; in fact, he appears to no longer have a single strand of hair on his head.

FATMAN
Life is short.

FATMAN
Bombs tell the time with every moment of their existence. And nothing else announces its own end with such a fanfare.

Fatman makes his declaration, then raises his glass to Raiden.

FATMAN
Glad you could make it. The party's about to start...

He sucks up the wine in a single slurp. The long straw delivers the glass's content into his mouth, over the restricting collar.

FATMAN
Yum... Good year. Let's drink to Stillman, shall we?

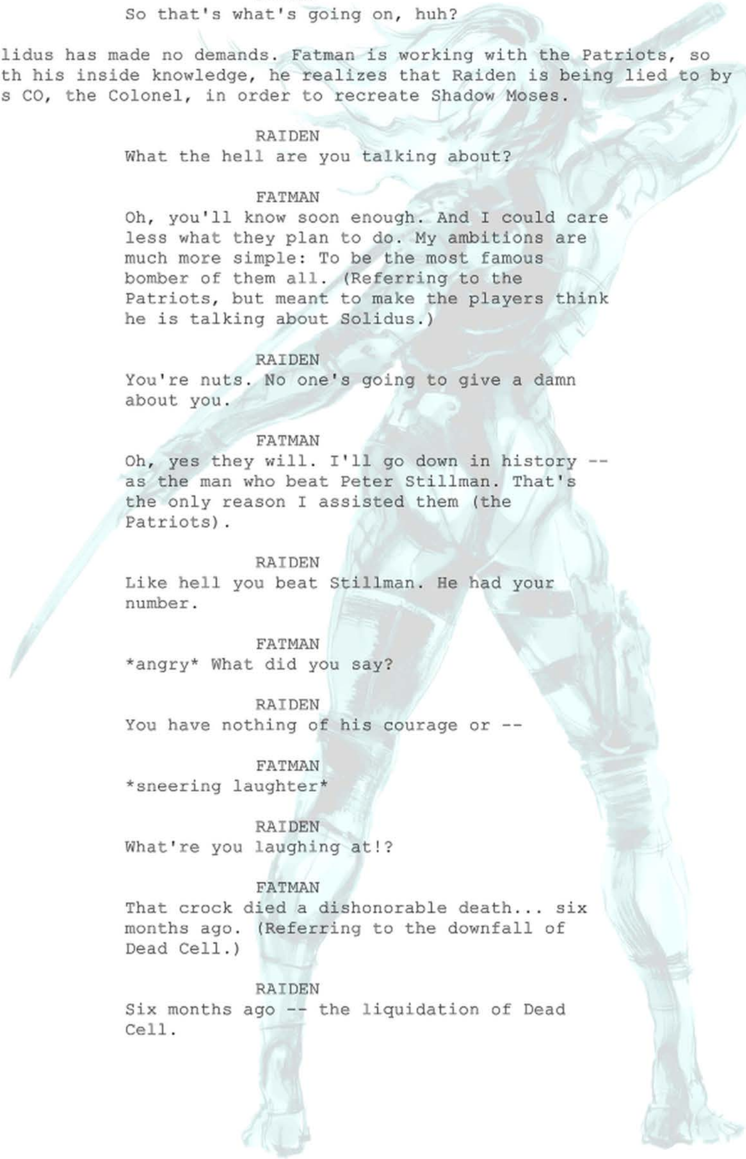
A wide shot of the heliport.

RAIDEN
If you destroy the Big Shell, you'll never collect your ransom.

FATMAN
Ransom? What are you talking about?

RAIDEN
Thirty billion dollars in cash!

FATMAN
abruptly breaks into peals of laughter



RAIDEN
!?

FATMAN
So that's what's going on, huh?

Solidus has made no demands. Fatman is working with the Patriots, so with his inside knowledge, he realizes that Raiden is being lied to by his CO, the Colonel, in order to recreate Shadow Moses.

RAIDEN
What the hell are you talking about?

FATMAN
Oh, you'll know soon enough. And I could care less what they plan to do. My ambitions are much more simple: To be the most famous bomber of them all. (Referring to the Patriots, but meant to make the players think he is talking about Solidus.)

RAIDEN
You're nuts. No one's going to give a damn about you.

FATMAN
Oh, yes they will. I'll go down in history -- as the man who beat Peter Stillman. That's the only reason I assisted them (the Patriots).

RAIDEN
Like hell you beat Stillman. He had your number.

FATMAN
angry What did you say?

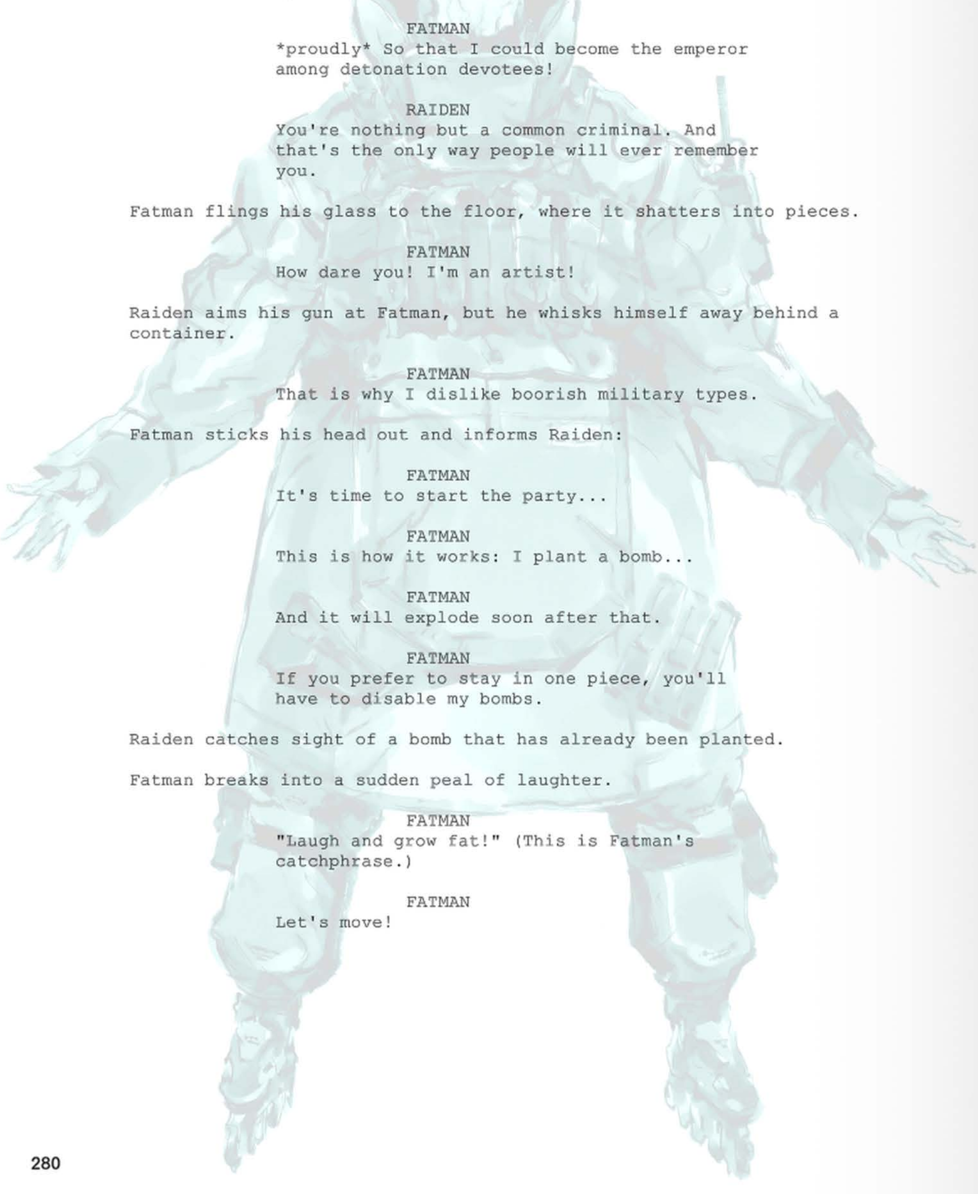
RAIDEN
You have nothing of his courage or --

FATMAN
sneering laughter

RAIDEN
What're you laughing at!?

FATMAN
That crock died a dishonorable death... six months ago. (Referring to the downfall of Dead Cell.)

RAIDEN
Six months ago -- the liquidation of Dead Cell.



FATMAN

Call it what you want. Only the right stuff survived that hell. It set me free, you know. Opened the way to a new dimension...

FATMAN

proudly So that I could become the emperor among detonation devotees!

RAIDEN

You're nothing but a common criminal. And that's the only way people will ever remember you.

Fatman flings his glass to the floor, where it shatters into pieces.

FATMAN

How dare you! I'm an artist!

Raiden aims his gun at Fatman, but he whisks himself away behind a container.

FATMAN

That is why I dislike boorish military types.

Fatman sticks his head out and informs Raiden:

FATMAN

It's time to start the party...

FATMAN

This is how it works: I plant a bomb...

FATMAN

And it will explode soon after that.

FATMAN

If you prefer to stay in one piece, you'll have to disable my bombs.

Raiden catches sight of a bomb that has already been planted.

Fatman breaks into a sudden peal of laughter.

FATMAN

"Laugh and grow fat!" (This is Fatman's catchphrase.)

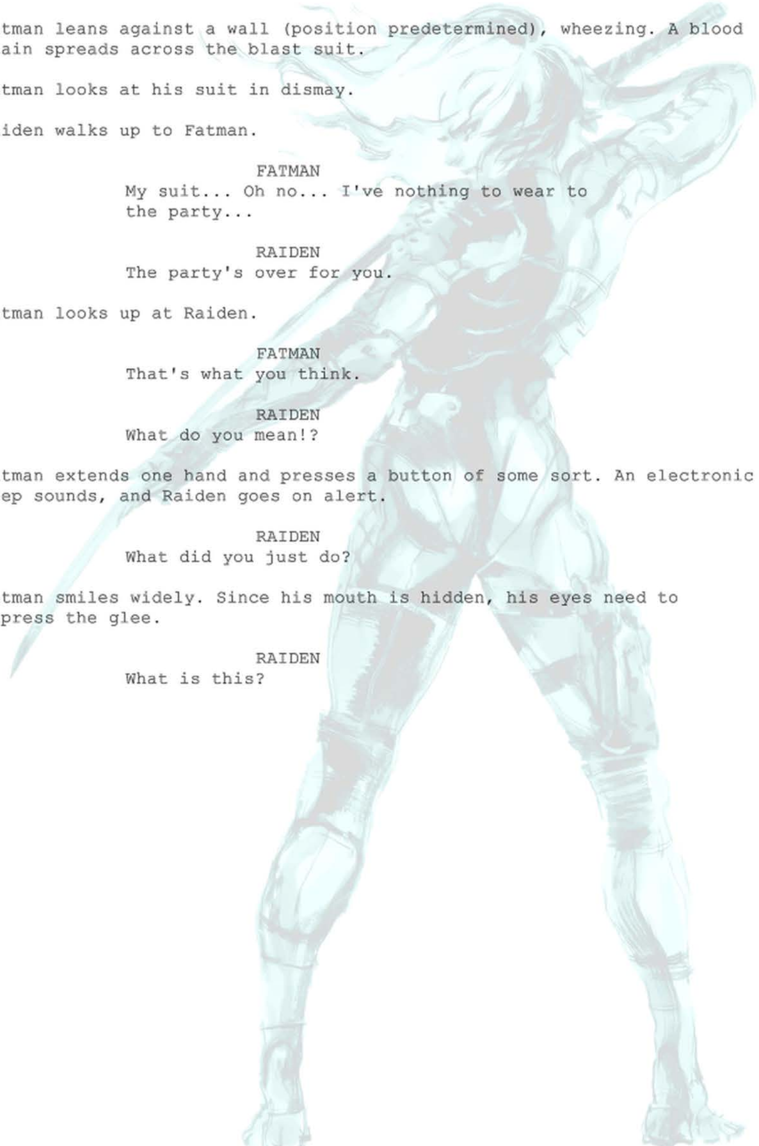
FATMAN

Let's move!

Fatman Dies 1

3D Cutscene 1

((MC) - Strut E Rooftop Heliport)



Fatman leans against a wall (position predetermined), wheezing. A blood stain spreads across the blast suit.

Fatman looks at his suit in dismay.

Raiden walks up to Fatman.

FATMAN

My suit... Oh no... I've nothing to wear to the party...

RAIDEN

The party's over for you.

Fatman looks up at Raiden.

FATMAN

That's what you think.

RAIDEN

What do you mean!?

Fatman extends one hand and presses a button of some sort. An electronic beep sounds, and Raiden goes on alert.

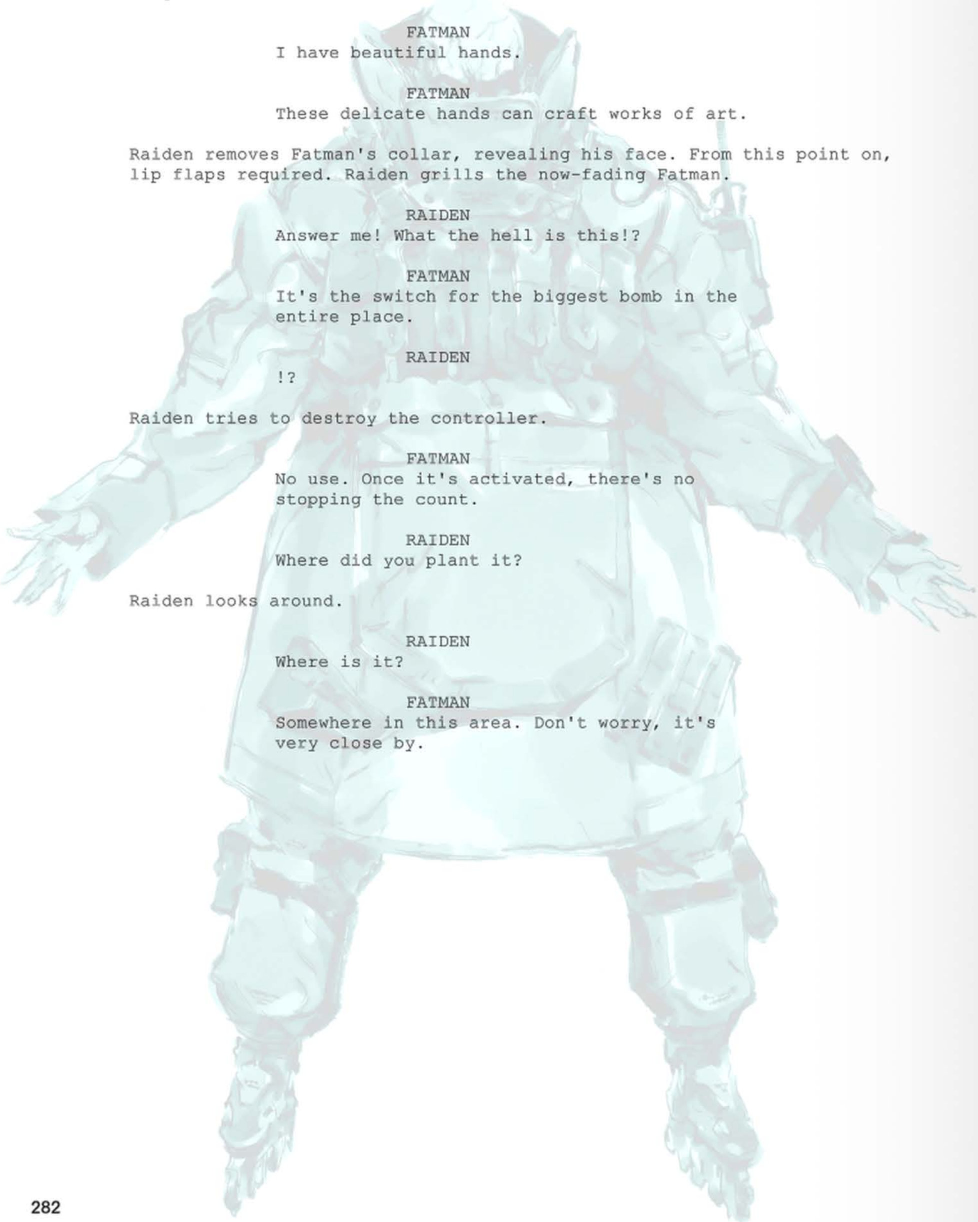
RAIDEN

What did you just do?

Fatman smiles widely. Since his mouth is hidden, his eyes need to express the glee.

RAIDEN

What is this?



He grabs the device from Fatman's hand. Fatman stares at his own slender fingers.

FATMAN
I have beautiful hands.

FATMAN
These delicate hands can craft works of art.

Raiden removes Fatman's collar, revealing his face. From this point on, lip flaps required. Raiden grills the now-fading Fatman.

RAIDEN
Answer me! What the hell is this!?

FATMAN
It's the switch for the biggest bomb in the entire place.

RAIDEN
!?

Raiden tries to destroy the controller.

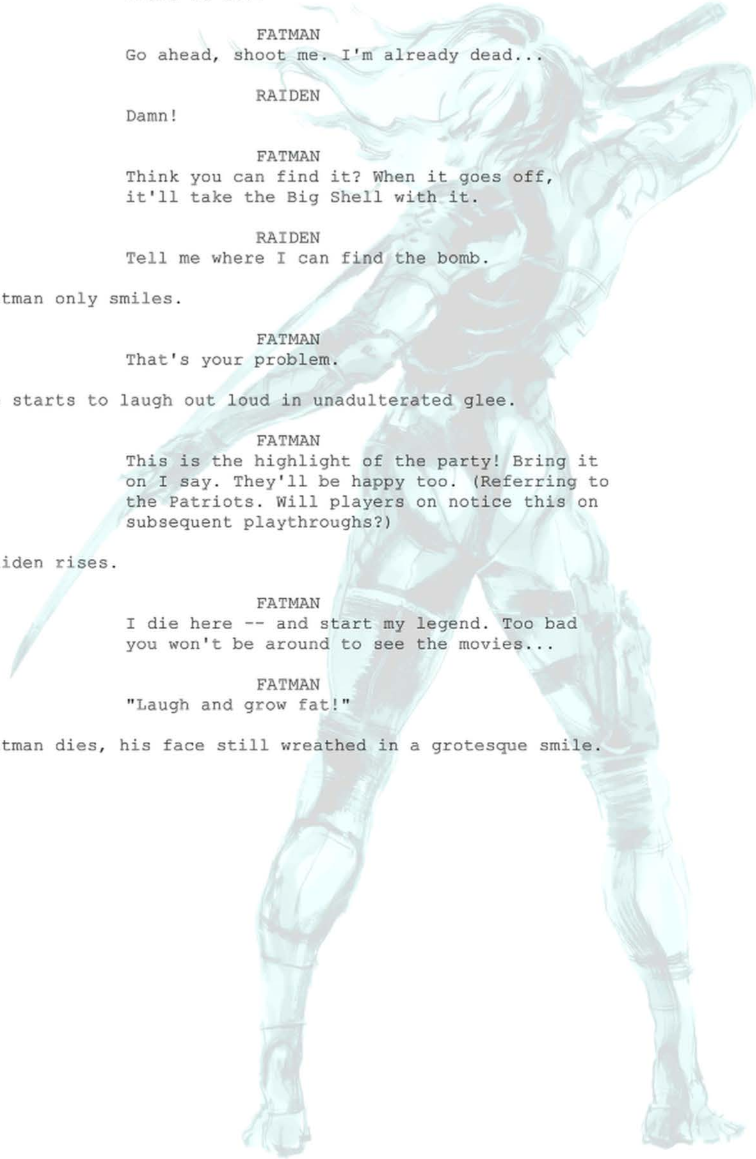
FATMAN
No use. Once it's activated, there's no stopping the count.

RAIDEN
Where did you plant it?

Raiden looks around.

RAIDEN
Where is it?

FATMAN
Somewhere in this area. Don't worry, it's very close by.



Raiden pushes the barrel of his gun against Fatman's temple.

RAIDEN
Where is it!?

FATMAN
Go ahead, shoot me. I'm already dead...

RAIDEN
Damn!

FATMAN
Think you can find it? When it goes off,
it'll take the Big Shell with it.

RAIDEN
Tell me where I can find the bomb.

Fatman only smiles.

FATMAN
That's your problem.

He starts to laugh out loud in unadulterated glee.

FATMAN
This is the highlight of the party! Bring it
on I say. They'll be happy too. (Referring to
the Patriots. Will players on notice this on
subsequent playthroughs?)

Raiden rises.

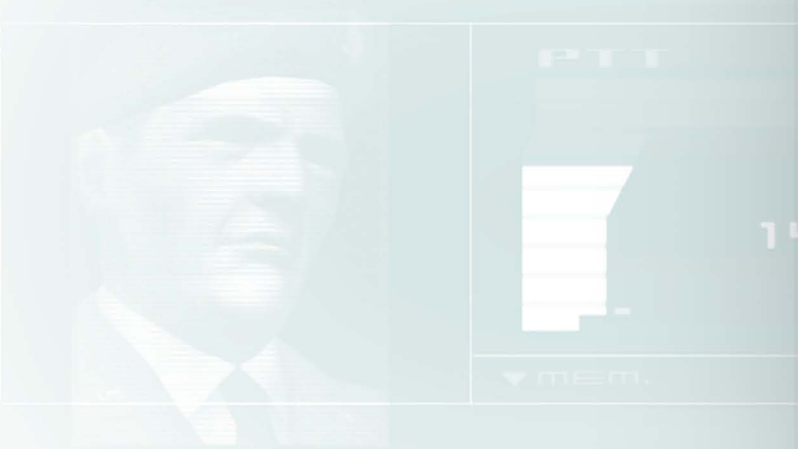
FATMAN
I die here -- and start my legend. Too bad
you won't be around to see the movies...

FATMAN
"Laugh and grow fat!"

Fatman dies, his face still wreathed in a grotesque smile.

Footnotes

[1] Radio waves of particularly short wavelengths (sub 3GHz). Used in a wide range of applications, including television and other communications, observation equipment such as radar, and even home microwave appliances.



Codec Conversations

•Colonel

After Meeting Stillman, Strut C

The dining hall

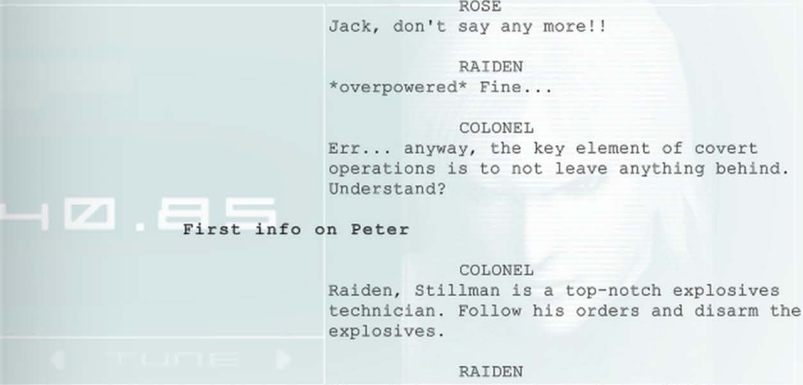
COLONEL

Looks like there's a lot of stuff laying about. Make sure not to scatter it around. The enemy will increase their security if they discover anything out of place.

*First time only

RAIDEN

Don't worry, I'm used to cleaning things up. Rose's room is...



ROSE

Jack, don't say any more!!

RAIDEN

overpowered Fine...

COLONEL

Err... anyway, the key element of covert operations is to not leave anything behind. Understand?

First info on Peter

COLONEL

Raiden, Stillman is a top-notch explosives technician. Follow his orders and disarm the explosives.

RAIDEN

Okay. But exactly who is Peter Stillman?

ROSE

Gotcha. I'll look him up. Hold on a moment.

Details on Peter

COLONEL

Raiden, Rosemary has some information to report.

ROSE

I looked into Mr. Peter Stillman's file.

ROSE

Full name is Peter Stillman. Known as "Peg-Legged Peter." He is a legendary bomb disposal technician.

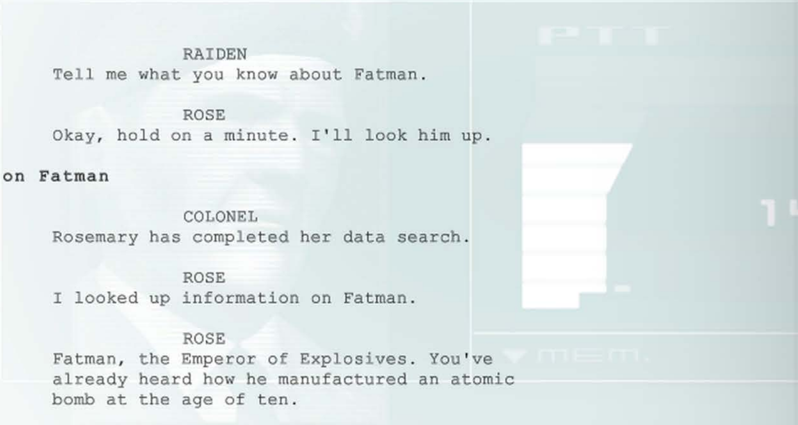
ROSE
He is also a longtime instructor at the Naval School Explosive Ordnance Disposal, and a consultant for the NYPD bomb squad.

ROSE
But five years ago he lost his leg in an accident... and since then he hung up his gloves to focus on being a lecturer.

ROSE
He was called back into service because, as he said, he is the only explosives specialist who can stop Fatman.

ROSE
Although no longer an active consultant, he is still without a doubt the number one guy when it comes to disarming explosives. He should be very helpful to you.

Fatman



RAIDEN
Tell me what you know about Fatman.

ROSE
Okay, hold on a minute. I'll look him up.

Details on Fatman

COLONEL
Rosemary has completed her data search.

ROSE
I looked up information on Fatman.

ROSE
Fatman, the Emperor of Explosives. You've already heard how he manufactured an atomic bomb at the age of ten.

ROSE
He appears to have been known throughout the world of explosives since he was a child.

ROSE
He entered the Naval School Explosive Ordnance Disposal at Indian Head, and graduated at the top of his class. That's around the time that he met Stillman.

ROSE
He was assigned to the Nuclear Emergency Search Team (NEST). He quit soon after, though.

ROSE
After that he joined Dead Cell as an explosives specialist. He's been there ever since.

*If player hasn't asked Peter about him

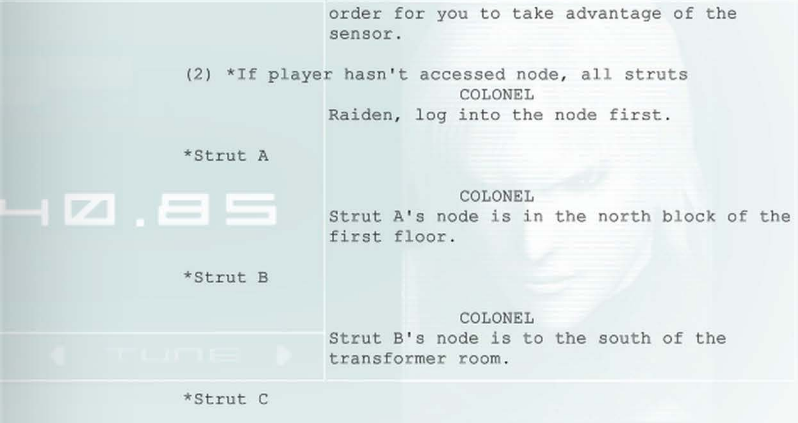
ROSE
Why don't you ask Mr. Stillman? I'm sure he knows lots of other details about him.

Strut C bomb disposal – access the node

(1)

COLONEL
The sensor you received from Stillman visualizes the C4s detected odor on the radar screen.

COLONEL
This means that the radar must be enabled in order for you to take advantage of the sensor.



(2) *If player hasn't accessed node, all struts

COLONEL
Raiden, log into the node first.

*Strut A

COLONEL
Strut A's node is in the north block of the first floor.

*Strut B

COLONEL
Strut B's node is to the south of the transformer room.

*Strut C

COLONEL
Strut C's node is to the northwest, in the corner of the mess hall.

*Strut D

COLONEL
Strut D's node is in the east block of the lower section.

*Strut E

COLONEL
Strut E's node is in the northeast corner of the first floor.

*Strut F

COLONEL
Strut F's node is in a small room in the southwest block of B1.

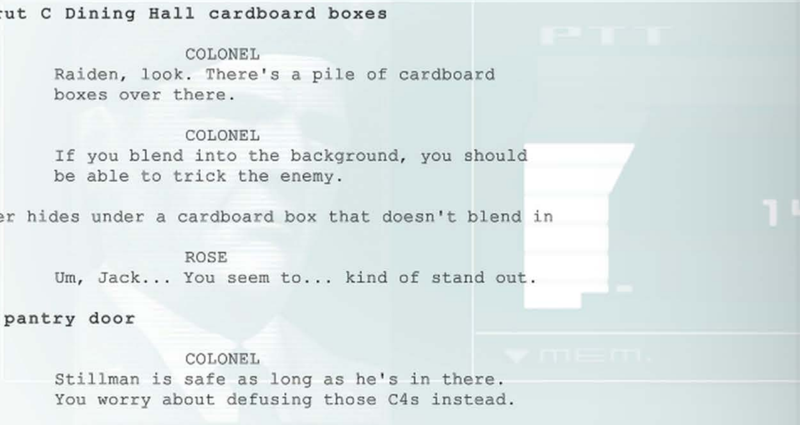
*Struts A - F, continuation

COLONEL
Make doubly sure you stay out of the enemy's sight. If the radar goes offline, the sensor is useless. The C4s will become invisible to you again.

For any questions on bomb disposal, talk to Peter

COLONEL
Raiden, Stillman is an authority on bomb disposal. You need all the advice he can give. His frequency should be 140.25.

Near Strut C Dining Hall cardboard boxes



COLONEL
Raiden, look. There's a pile of cardboard boxes over there.

COLONEL
If you blend into the background, you should be able to trick the enemy.

*If player hides under a cardboard box that doesn't blend in

ROSE
Um, Jack... You seem to... kind of stand out.

Outside pantry door

COLONEL
Stillman is safe as long as he's in there. You worry about defusing those C4s instead.

•Snake

After Making Contact with Stillman

During bomb disposal event - advising player to eliminate the enemy first (1)

SNAKE
Raiden, don't get yourself worked up. It's safer to take out the enemy first, then look for the bomb.

SNAKE
Don't even think about searching for the bomb while looking over your shoulder for the enemy.

SNAKE
Knock them unconscious or take them out altogether first.

During bomb disposal event - advising player to eliminate the enemy first (2)

SNAKE
Looks like the enemy sentries have the defensive perimeters of each strut covered.

SNAKE
You'll be safe as long as they don't radio for more men, but if you're spotted, run for it. Find a good concealment and wait until the backup leaves.

SNAKE
You won't be able to defuse the bombs while you're being chased down, believe me.

During bomb disposal event - urging (1)

SNAKE
Raiden, I've frozen the first bomb. How are you doing?

RAIDEN
Nothing yet...

PETER
Pliskin, what was the exact location of the explosive?

SNAKE
The heliport. It was behind some cargo. Thought I was going to have some trouble with the patrols, but it was an easy job.

PETER
I see... (Something's not right).

SNAKE
What's the matter?

PETER
Nothing, really. Pliskin, just don't let your guard down. Don't relax even after you think you've defused it.

SNAKE
I know that. Raiden, Shell 1's all yours.

RAIDEN
Sure...

Bomb disposal progress report (1)

SNAKE
Raiden, another C4 down.

SNAKE
There was one planted pretty high up, on the ceiling. The coolant spray couldn't reach that far, so I had to get up on a stand and do it.

Bomb disposal progress report (2)

SNAKE
Raiden, I'm done with one more C4.

SNAKE
This one was in a spot so narrow I had to crawl in to get at it.

Bomb disposal progress report (3)

SNAKE
One more bomb defused.

SNAKE
There was one I managed to find only because I took a good look in First Person View. You should try it too.

Bomb disposal progress report (4)

SNAKE
Everything's going smoothly over here. I just finished defusing another C4.

SNAKE
For some reason, there was one planted on an enemy soldier's back...

Peter

RAIDEN
Pliskin, what do you know about Stillman?

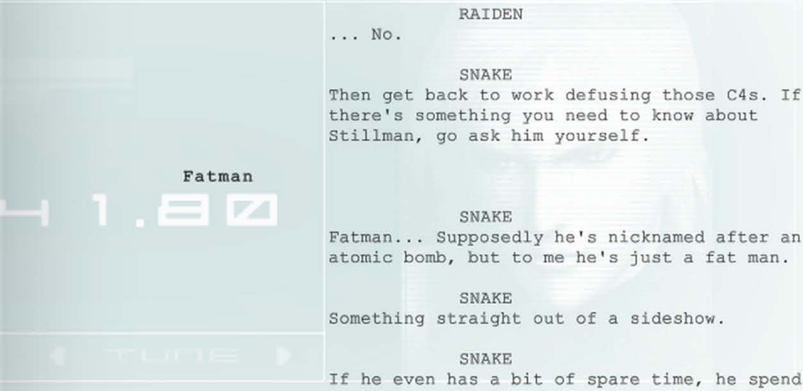
SNAKE
He's a bomb disposal expert. Probably the best in the world.

RAIDEN
What else?

SNAKE
What do you mean?

RAIDEN
Like why he retired...

SNAKE
Are you here to gossip?



RAIDEN
... No.

SNAKE
Then get back to work defusing those C4s. If there's something you need to know about Stillman, go ask him yourself.

Fatman

SNAKE
Fatman... Supposedly he's nicknamed after an atomic bomb, but to me he's just a fat man.

SNAKE
Something straight out of a sideshow.

SNAKE
If he even has a bit of spare time, he spends it disassembling and assembling his Glock, over and over again. He can't stand to have his hands still.

SNAKE
He's extremely vain about his hands -- keeps his fingers as slender and soft as a woman's.

SNAKE
They say he's always looking at his hands, giving himself manicures.

Strut C women's bathroom

SNAKE
Raiden... here are you?

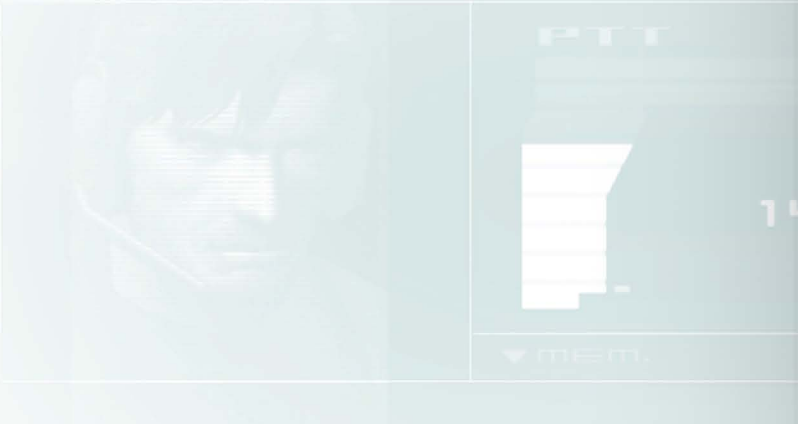
RAIDEN
I... um... I...

SNAKE
What're you embarrassed about? You're on a mission... Anything goes!

RAIDEN
Pliskin...

SNAKE
I've snuck into similar places in the past myself...

RAIDEN
Huh...?



•Peter

After Meeting Stillman

Outside Strut C pantry door

PETER
Never mind about me. Get on with disposing of those bombs.

After knocking on pantry door repeatedly

PETER
What are you doing there? Hurry up and dispose of those bombs.

*Peter gets annoyed if player continues to knock

PETER
I'm all right.

PETER
If you need to talk to me, use the Codec!

PETER
No need to worry.

PETER
Everything's okay in here. Get to work on those bombs.

PETER
You need to go and take care of the C4s now.

PETER
Stop bothering me!

PETER
Lay off the knocking already!!

Outside Strut C pantry door during alert mode

PETER
pretending not to hold his breath ...

PETER
I'm not going to open the door!

After player does their best to destroy the kitchen

PETER
What are you doing? Someone with such an appetite for destruction is probably not cut out for bomb disposal. Are you sure you're up to it?

Hinting at Sensor B

RAIDEN
Stillman, are you all right over there?

PETER
Yeah, no problem.

RAIDEN
You must be bored.

PETER
Hardly. Between dealing with you guys and calibrating this, I've got my hands full...

RAIDEN
What did you say?

PETER
Ah, nothing. It's just that it would be best if we didn't have to use this. Anyway, get to those bombs.

Bomb disposal report - Strut A

RAIDEN
This is Raiden. The C4 found in Strut A has been frozen and disposed of.

Bomb disposal report - Pump Room

RAIDEN
Explosives were planted in the Pump Room on the first floor.

Bomb disposal report - Strut B

RAIDEN
Raiden reporting. The C4 in Strut B has been disposed of.

RAIDEN
The wall containing the transformer panel was set to blow.

Bomb disposal report - Strut C

RAIDEN
Raiden here. I took care of the C4 in Strut C.

RAIDEN
The ceiling of the Women's Bathroom was set to blow.

Bomb disposal report - Strut D

RAIDEN
This is Raiden. Disposal of the C4 in Strut D is complete.

RAIDEN
Explosives were planted on the maintenance hatch.

Bomb disposal report - Strut E

RAIDEN
Raiden reporting. All C4 in Strut E has been frozen and disposed of.

RAIDEN
The baggage moving on the conveyer belt was set to go off.

Bomb disposal report - Strut E roof

RAIDEN
Raiden here. The C4 reported on the roof of Strut E has been taken care of.

*If it was near the Harrier

RAIDEN
Explosives were planted on the Harrier 2 stationed on the roof.

*If it was on an enemy soldier's back

RAIDEN
The back of an enemy soldier was laced with explosives.

Bomb disposal report - Strut F

RAIDEN
This is Raiden. I just finished disposing of the C4 in Strut F.

RAIDEN
Found explosives on B1.

Bomb hints - basics

PETER
There are still bombs in that area that haven't been disposed of. Search carefully.

Bomb hints – Strut A crawling

PETER

No one's going to leave a bomb in a place that easy to reach. It would be more worthwhile to search convoluted areas that can't be reached simply by walking.

Bomb hints – Strut B door (1)

PETER

Raiden, a bomb's been detected in that vicinity.

RAIDEN

I know, but I don't see it anywhere.

PETER

Fatman takes pride in bluffing his opponents. Try putting everything back to how it should be.

Bomb hints – Strut C women's bathroom (1)

PETER

Raiden, there's still C4 in the strut where you are.

RAIDEN

Where?

PETER

Alright. Let me give you a hint.

PETER

Look for a place that guys have never entered up to this point. A special place that guys have wanted to enter but simply couldn't...

PETER

A place that you couldn't enter if the situation wasn't as such...

*If player is already in there

PETER

Oh... looks like you were in there already. My, my.

Bomb hints - Strut C ceiling

PETER
Raiden, there is no doubt that C4 is planted in that vicinity.

PETER
Up, down, left, right... Be sure to thoroughly examine your surroundings through the First Person View as you change location.

Bomb hints - Strut D multi-level space

PETER
Strut D, in which you're currently located, has a solid makeup. Thoroughly search the lower as well as the upper level.

Bomb hints - Strut D inside hatch

PETER
Raiden... it's not always the case that C4 is set in visible areas such as the floor and walls.

PETER
Thoroughly search the vicinity, as there's a possibility that bombs may have been placed in unseen areas.

Bomb hints - Strut D inside hatch obvious hint

PETER
See the maintenance hatch on the floor? Check the hatch by positioning yourself nearby it and pressing the Action Button.

Bomb hints - Strut E moving packages

*Packages moving around on Strut E 1F conveyor belt

PETER
Raiden, it would appear that some C4 has been planted on a moving object. Search carefully.

Bomb hints - Harrier

PETER
You won't be able to see the bombs with a quick glance. Search carefully with the First Person View. Try to look under things -- look everywhere.

Bomb hints - Harrier obvious hint

PETER

He certainly favors unusual locations. I didn't anticipate he'd put one there, though...

PETER

Right on their own equipment -- try searching the Harrier.

Bomb hints - rooftop (Struts E and A)

PETER

Raiden, the roof of that strut is accessible. Check there as well.

Bomb hints - 1F (Struts E and A)

PETER

Raiden, there's a possibility that C4 was planted indoors as well as on the roof. Go inside and confirm this.

Bomb hints - Strut F jumping (drop down from hanging)

PETER

Strut F has a solid makeup, with areas that can't be accessed simply by walking. If you jump off from the top, there should be an area that you can access.

No bombs on connecting bridges (if player is currently on one)

PETER

It appears that Fatman placed bombs within each of the struts. It's likely there are no bombs planted on the connecting bridges.

PETER

Head for the struts for which you have not yet finished disposing of the C4.

•Colonel

CD Connecting Bridge (After Meeting Peter)

After seeing a man under a cardboard box

RAIDEN
Colonel, I just saw this guy go running by wearing a cardboard box.

COLONEL
A cardboard box?

RAIDEN
Who do you think he was? A Dead Cell?

COLONEL
The Dead Cells are a bunch of weirdos, that's for sure, but they don't wear cardboard boxes.

ROSE
I'll look into it.

RAIDEN
I'm counting on you.

Cardboard box man (2)

COLONEL
Raiden, Rosemary has something to report.

ROSE
Jack, I looked into that guy a few minutes ago wearing a cardboard box, but...

RAIDEN
Did you find anything?

ROSE
No. There is no corresponding data in the files for neither Dead Cell nor Colonel Gurlukovich's private army.

COLONEL
How about as a surviving member of SEAL Team 10?

ROSE
Of course, I looked into that possibility too, but...

RAIDEN
You didn't find anything?

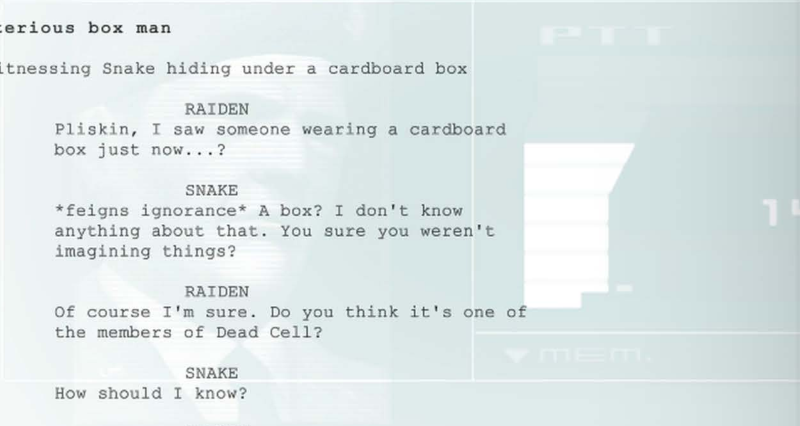
ROSE
No. I'm sorry I couldn't be of any help.

RAIDEN
Wonder who the heck he was...?

COLONEL
Raiden, be on the lookout!

•Snake

CD Connecting Bridge



The mysterious box man

*After witnessing Snake hiding under a cardboard box

RAIDEN
Pliskin, I saw someone wearing a cardboard box just now...?

SNAKE
feigns ignorance A box? I don't know anything about that. You sure you weren't imagining things?

RAIDEN
Of course I'm sure. Do you think it's one of the members of Dead Cell?

SNAKE
How should I know?

RAIDEN
I don't want to fight someone like that...

SNAKE
Why not?

RAIDEN
Because it looked so dumb. Anyone who's willing to be seen like that must be completely insane. I mean, he's a psycho; there's no question about it.

SNAKE
a little hurt Um, yeah...

•Colonel

EF Connecting Bridge (After Meeting Peter)

EF Connecting Bridge - Claymores

COLONEL
Raiden, there are Claymore mines planted there for sure.

*If player doesn't have the Mine Detector

(1)

COLONEL
The risk of proceeding is too great. Acquire a mine detector first.

(2)

COLONEL
Acquire a mine detector. Look on B1 of Strut E like that man just suggested.

(3)

COLONEL
Acquire a mine detector. Look on the first floor of Strut E like that man just suggested.

(4)

COLONEL
Acquire a mine detector. Look on Strut F like that man just suggested.

*If player has the Mine Detector

(1) If player has already connected to node

COLONEL
Select the mine detector and the mines will show up on the radar.

COLONEL
Avoid the mines altogether, or pass over them and pick them up while Crawling.

COLONEL
Make sure you're not spotted by patrols on the second floor of Strut E.

(2) If player hasn't connected to node yet

COLONEL
The mine detector interfaces with the radar to pinpoint the location of the mines. The first step is to enable the radar.

ROSE
Log in to the node in Strut E or F.

Who is Mr. X?

RAIDEN

Colonel, do you know anything about Mr. X?

COLONEL

He is not a member of the FOXHOUND unit.

RAIDEN

He called himself Deepthroat, almost like he was the Shadow Moses...

COLONEL

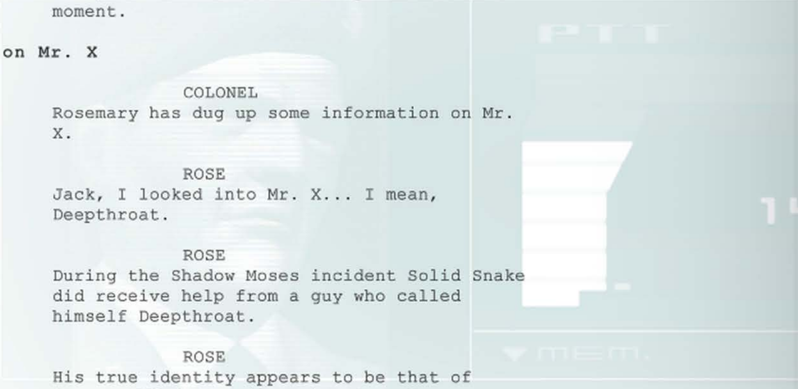
Raiden, I know what you are trying to say, but that possibility is nil.

RAIDEN

...

ROSE

Jack, I'll look into it for you. Hold on a moment.



Details on Mr. X

COLONEL

Rosemary has dug up some information on Mr. X.

ROSE

Jack, I looked into Mr. X... I mean, Deepthroat.

ROSE

During the Shadow Moses incident Solid Snake did receive help from a guy who called himself Deepthroat.

ROSE

His true identity appears to be that of former FOXHOUND unit member Gray Fox.

RAIDEN

Gray Fox, huh...

ROSE

Correct. His real name is Frank Jaeger. The only member of FOXHOUND allowed to use the title of Fox; he was its best member.

ROSE

In Outer Heaven he holed up in the stronghold ahead of Snake. He helped him, and brought an end to the standoff.

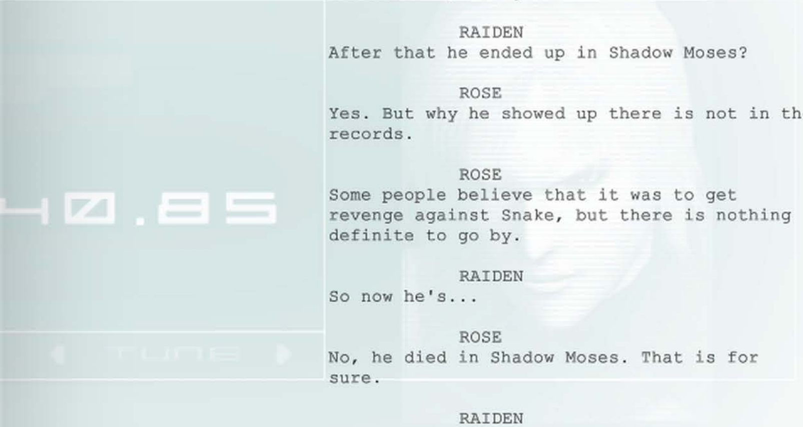
ROSE
But in Zanzibar he joined forces with Big Boss and became the leader of the upheaval. That's where he fought and lost to Snake.

ROSE
Fox was mortally injured, and was picked up by the military.

ROSE
After that it looks like he was used as the guinea pig in power exoskeleton and gene therapy experiments.

RAIDEN
Power exoskeleton?

ROSE
Cyborg ninjas, as some people called them. Detailed records were lost in the research center fire, though...



RAIDEN
After that he ended up in Shadow Moses?

ROSE
Yes. But why he showed up there is not in the records.

ROSE
Some people believe that it was to get revenge against Snake, but there is nothing definite to go by.

RAIDEN
So now he's...

ROSE
No, he died in Shadow Moses. That is for sure.

RAIDEN
So, then who is Mr. X?

ROSE
I don't know. But be careful.

•Snake

EF Connecting Bridge

The location of the Mine Detector

*First time only

RAIDEN
Pliskin, there are landmines in this area...

SNAKE
There should be a mine detector on Floor B1 of Strut E.

SNAKE
There should be a mine detector on the first floor of Strut E.

SNAKE
There should be a mine detector in Strut F.

RAIDEN
How do you know?

SNAKE
Use your head. They can't see those Claymore mines either, even if they did the planting. So they need to keep a mine detector handy.

RAIDEN
I wouldn't have thought of that. You're right.

SNAKE
I don't think they taught you this in all that VR training, but intuition counts for something in battle. Use your wits and senses to detect the danger. Got it?

•Colonel

Strut F (After Meeting Peter)

Strut F Warehouse - after acquiring weapon

COLONEL
Raiden, I see you found a weapon.

RAIDEN
Why are there weapons here, of all places? The Big Shell is supposed to be just a facility for marine filtration, right?

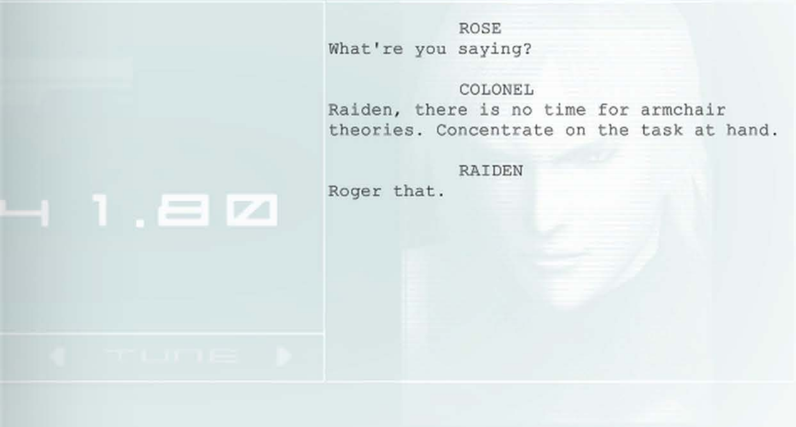
ROSE
The terrorists probably brought it in with them.

RAIDEN
Dunno, looks like it's been here from before them.

ROSE
What're you saying?

COLONEL
Raiden, there is no time for armchair theories. Concentrate on the task at hand.

RAIDEN
Roger that.



•Colonel

Strut E (After Meeting Peter)

Strut E Parcel Room - hide behind packages

COLONEL

I don't see a lot of adequate cover in that area.

ROSE

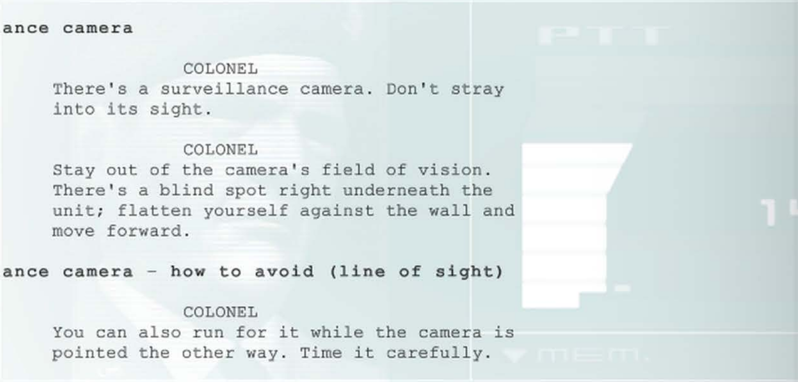
There's some cargo on those conveyor belts. That's about it.

COLONEL

Good thinking.

COLONEL

Raiden, take cover behind the cargo on the conveyor belt. Match your movement to the belt's.



Surveillance camera

COLONEL

There's a surveillance camera. Don't stray into its sight.

COLONEL

Stay out of the camera's field of vision. There's a blind spot right underneath the unit; flatten yourself against the wall and move forward.

Surveillance camera - how to avoid (line of sight)

COLONEL

You can also run for it while the camera is pointed the other way. Time it carefully.

Surveillance camera - how to avoid (chaff)

COLONEL

Use the chaff to create electronic interference. The camera will be blind during that time.

Surveillance camera - how to avoid (destroy)

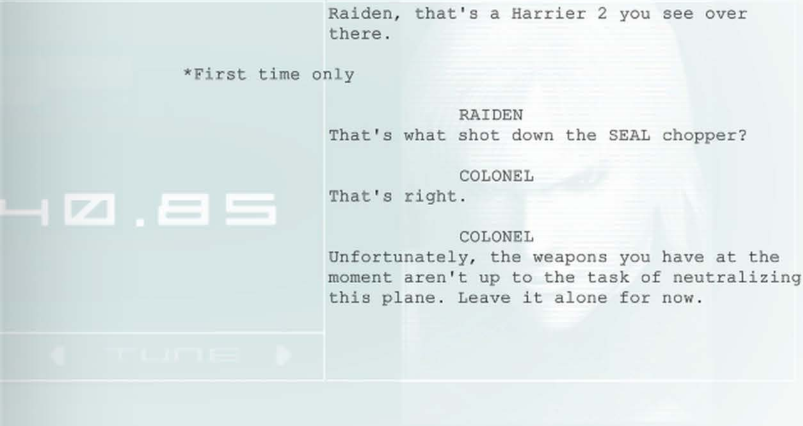
COLONEL
Surveillance cameras can be shot out.

COLONEL
However, someone will show up sooner or later to investigate if the camera stops functioning. If you do choose to do it, you should be prepared to leave the scene quickly.

Edge of heliport

COLONEL
You won't survive a fall into the sea from that height. Stay away from the edge.

Near Harrier



COLONEL
Raiden, that's a Harrier 2 you see over there.

*First time only

RAIDEN
That's what shot down the SEAL chopper?

COLONEL
That's right.

COLONEL
Unfortunately, the weapons you have at the moment aren't up to the task of neutralizing this plane. Leave it alone for now.

•Snake

Strut E

After Olga cutscene - about Olga

SNAKE
Raiden... don't ever turn your back on that Olga woman.

SNAKE
Olga Gurlukovich... Daughter of Colonel Sergei Gurlukovich, ex-GRU and former Spetsnaz commander...

SNAKE
She's the leader of Colonel Gurlukovich's private army that's been wandering around the Big Shell.

SNAKE
Those men were gathered by Colonel Gurlukovich. Following his death, she inherited his command and now exercises full control.

SNAKE
Her father's name was widely respected throughout the old Soviet regime and he was the goal of just about every military man.

RAIDEN
Why would a respected soldier become a leader of those cutthroats?

SNAKE
The collapse of the republic resulted in a lot of unemployed soldiers.

SNAKE
Most found themselves suddenly cast out into the civilian world, hopelessly lost.

SNAKE
The Colonel took these men in...

SNAKE
He organized a mercenary army, and led his men from battle to battle in various disputed regions around the world... hoping that one day he would rebuild his homeland.

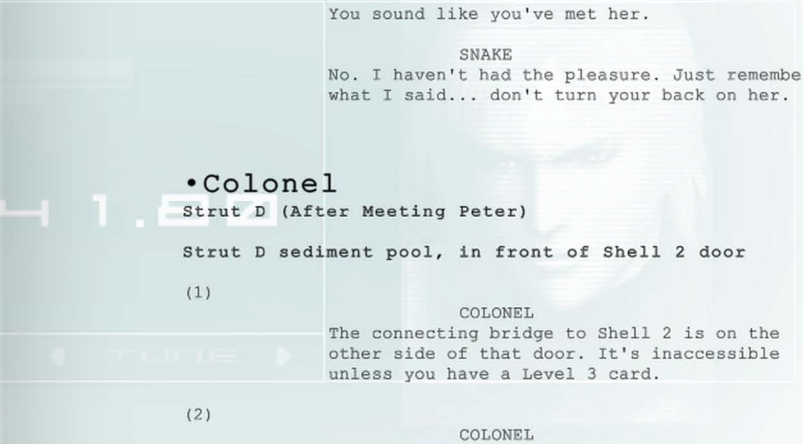
SNAKE
Rumor has it that during the Shadow Moses incident, he planned to rendezvous with Liquid Snake's men and assist in their uprising.

SNAKE
I assume that the revolt figured into his reconstruction plans for the Soviet regime.

SNAKE
I also heard that Ocelot -- Liquid's right-hand man -- was an old friend of the Colonel's back in the old days of the Soviet Union.

SNAKE
In any case, Olga inherited her father's military genius and has become a force to be reckoned with.

SNAKE
She was born and raised on the battlefield, and she's as tough as she looks. Not my ideal choice for a date...



RAIDEN
You sound like you've met her.

SNAKE
No. I haven't had the pleasure. Just remember what I said... don't turn your back on her.

•Colonel

Strut D (After Meeting Peter)

Strut D sediment pool, in front of Shell 2 door

(1)

COLONEL
The connecting bridge to Shell 2 is on the other side of that door. It's inaccessible unless you have a Level 3 card.

(2)

COLONEL
For now, concentrate on neutralizing the C4s on Shell 1. We'll have to trust that man to take care of Shell 2...

Near maintenance hatch

COLONEL
Raiden, at your feet there's a hatch for pipe or gauge maintenance.

COLONEL
Face the hatch and push the Action Button to open it. There may be something you can use, so check the inside thoroughly.

•Colonel

Near End of Bomb Disposal

Peter's headed for Strut H

COLONEL
Raiden, leave the odorless C4 on Strut H to Stillman.

COLONEL
Your job is to dispose of the C4s left on Shell 1. Locate every last one.

After first bomb is disposed of – there's definitely something off about Pliskin

COLONEL
Raiden, how is Pliskin doing?

RAIDEN
Looks like he's doing fine.

COLONEL
Stillman said it, too. There is something strange about that guy. Don't let your guard down. Understood?

Before acquiring Sensor B

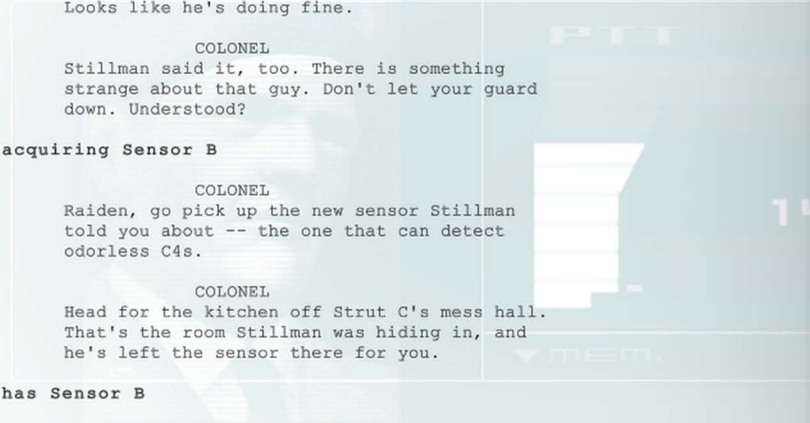
COLONEL
Raiden, go pick up the new sensor Stillman told you about -- the one that can detect odorless C4s.

COLONEL
Head for the kitchen off Strut C's mess hall. That's the room Stillman was hiding in, and he's left the sensor there for you.

Player has Sensor B

COLONEL
Raiden, stay on your toes. The unscented C4 charges are still out there.

COLONEL
You probably missed the ones at the bottom of Strut A. Head for the bottom of Strut A.



After acquiring Sensor B

*If player is somewhere other than Strut A

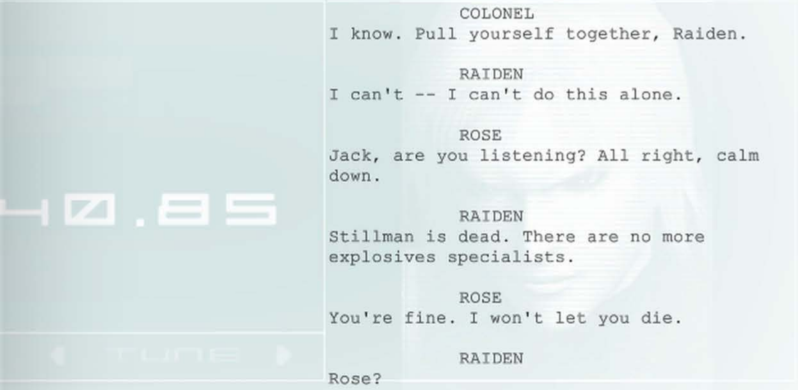
COLONEL
Raiden, get to the bottom of Strut A ASAP! Engaging the enemy would waste valuable time; avoid detection at all costs!

*If player is on Strut A

COLONEL
Raiden, get a move on. Use the elevator on the roof to get down to the bottom of Strut A.

Peter's death

RAIDEN
Colonel, Stillman is dead.



COLONEL
I know. Pull yourself together, Raiden.

RAIDEN
I can't -- I can't do this alone.

ROSE
Jack, are you listening? All right, calm down.

RAIDEN
Stillman is dead. There are no more explosives specialists.

ROSE
You're fine. I won't let you die.

RAIDEN
Rose?

ROSE
All right, then, is Sensor B equipped?

RAIDEN
Yes...

ROSE
See if it responds or not. Jack, no matter what, you have to bring an end to this crisis.

RAIDEN
Okay.

Aftermath of the explosion

RAIDEN
Colonel, how far-reaching was the explosion?

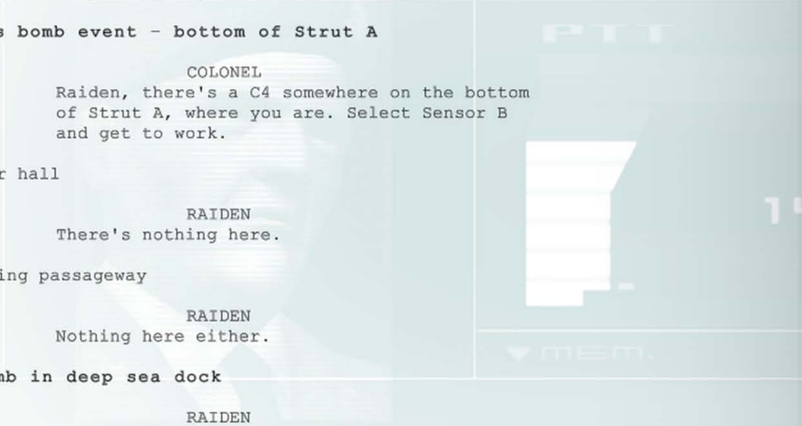
COLONEL
We are currently surveying minute details.

RAIDEN
How about Pliskin?

COLONEL
I don't know.

RAIDEN
I hope he is okay.

COLONEL
Raiden, if you have enough time to worry about that guy, then get back to bomb disposal. Do you understand?



Odorless bomb event - bottom of Strut A

COLONEL
Raiden, there's a C4 somewhere on the bottom of Strut A, where you are. Select Sensor B and get to work.

*Elevator hall

RAIDEN
There's nothing here.

*Connecting passageway

RAIDEN
Nothing here either.

Near bomb in deep sea dock

RAIDEN
Colonel, the sensor's picking up something.

COLONEL
It must be somewhere nearby. We're running out of time -- locate the bomb as quickly as you can.

Odorless C4 obvious hint

COLONEL
Raiden, look at the underside of that submersible -- that's a C4. Freeze it down right now.

•Snake

Near End of Bomb Disposal

About the odorless C4 at the bottom of Strut H

SNAKE

Raiden, like I said before, there's a huge load of C4s at the bottom of Strut H that won't show up on the radar.

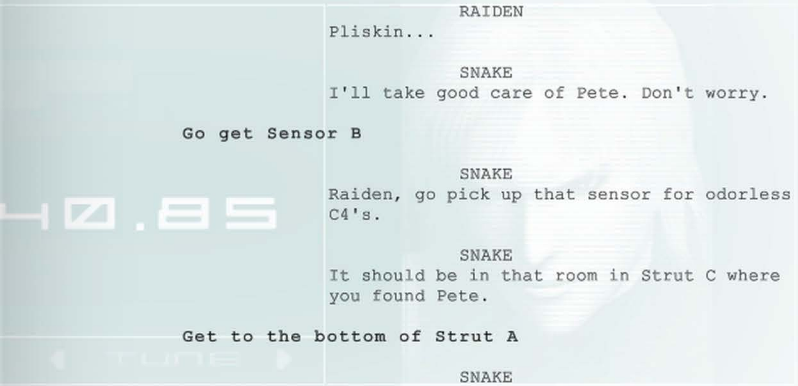
SNAKE

The old man's right -- there's got to be the same thing in Shell 1. Watch your back.

Peter can walk

SNAKE

I just got a call from Pete. He made it to Shell 2 -- I guess he really can run.



RAIDEN

Pliskin...

SNAKE

I'll take good care of Pete. Don't worry.

Go get Sensor B

SNAKE

Raiden, go pick up that sensor for odorless C4's.

SNAKE

It should be in that room in Strut C where you found Pete.

Get to the bottom of Strut A

SNAKE

Raiden, the odorless C4s should be at the bottom of Strut A. Head to Strut A's bottom level now!

•Peter

Near End of Bomb Disposal

Dispose of the last one (Codec call)

RAIDEN
Stillman, where are you?

PETER
I haven't arrived at Strut H yet.

RAIDEN
Are you all right on your own?

PETER
Believe it or not, I used to be a cop. As far as the enemy, Pliskin is already taking care of that for me.

PETER
But it's hard to just run after not having done so in five years. My legs just don't work like they used to.

*Second and subsequent times

PETER
I should arrive at Strut H by the time you finish disposing of the C4 in Shell 1. Be sure to take care of it.

Go get Sensor B

PETER
Raiden, I've readied a sensor that's capable of detecting odorless C4.

PETER
It's stashed in the safe I was hiding in, in the Strut C pantry. Fetch it.

*If player already has Sensor B

PETER
If odorless C4 is planted in Shell 1, it's going to be at the bottom of Strut A. Head over there, Raiden.

While investigating the odorless C4

RAIDEN
Stillman, how are you doing over there?

PETER
I'm checking it now. It just can't simply be a bomb that doesn't respond to an odor. There must be something else planted there.

RAIDEN
Exactly what is it?

PETER
I'm not certain. Give me a little more time.

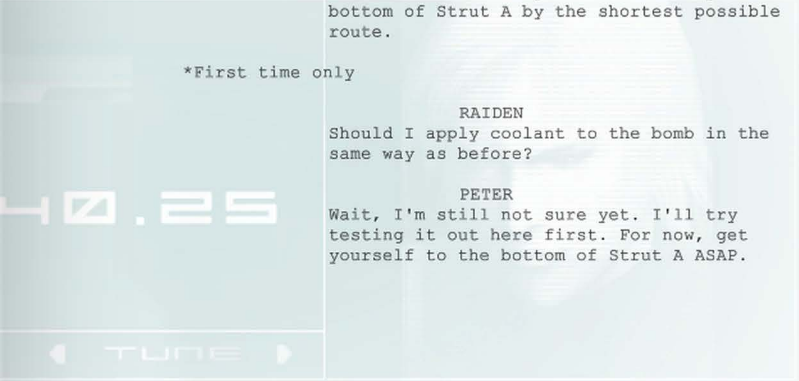
Get to Strut A

PETER
The countdown has been initiated. Listen up -- time is absolutely critical. Hurry to the bottom of Strut A by the shortest possible route.

*First time only

RAIDEN
Should I apply coolant to the bomb in the same way as before?

PETER
Wait, I'm still not sure yet. I'll try testing it out here first. For now, get yourself to the bottom of Strut A ASAP.



•Colonel

After Odorless Bomb Disposal

Take the elevator up

COLONEL

Raiden, all the bombs have been defused. The President's safe return is now top priority. First, take the elevator to the upper section of Strut A.

Fortune

*If player hasn't heard about Fortune before

RAIDEN

Colonel... who exactly is that woman?

COLONEL

Her name is Fortune. She leads Dead Cell.

ROSE

Hang on a moment, I'll look her up for you.

Details on Fortune

*If player hasn't heard about Fortune before

COLONEL

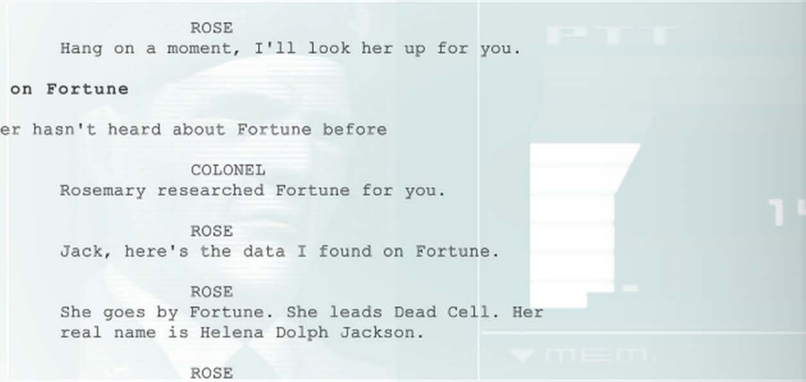
Rosemary researched Fortune for you.

ROSE

Jack, here's the data I found on Fortune.

ROSE

She goes by Fortune. She leads Dead Cell. Her real name is Helena Dolph Jackson.



ROSE

Two years ago, her father, Commandant of the Marine Corps Scott Dolph, was killed in a training accident.

ROSE

Her husband was the former Dead Cell leader, Colonel Jackson... Died in Captivity... my data says.

ROSE

After her husband's death, she joined the military.

ROSE

She didn't have any combat experience, but was soon singled out for a particular trait and was reassigned to Dead Cell.

RAIDEN
What trait?

ROSE
Luck. She was real lucky, like miraculously lucky. Wherever she went, bullets curved away, and missions always ended in success.

RAIDEN
Is that some kind of joke?

ROSE
I thought so, too. But there is not a single record of her ever being wounded. Not even a scratch.

ROSE
Jack, be careful, please.

Fortune battle – I can't beat her

*First time only

RAIDEN
What is she, a witch!? For some reason, I can't hit her!

COLONEL
I don't understand. She's obviously impervious to attack...

RAIDEN
What are my options?

COLONEL
Disengage her and get out.

RAIDEN
The elevator is still upstairs. My retreat's been cut off.

COLONEL
Hang on until the elevator comes down again. Your weapons can't hurt her, and you need to stay alive. Use whatever cover you can find and evade her.

Railgun specifications

COLONEL
Raiden, Rose did a bit of research on Fortune's weapon.

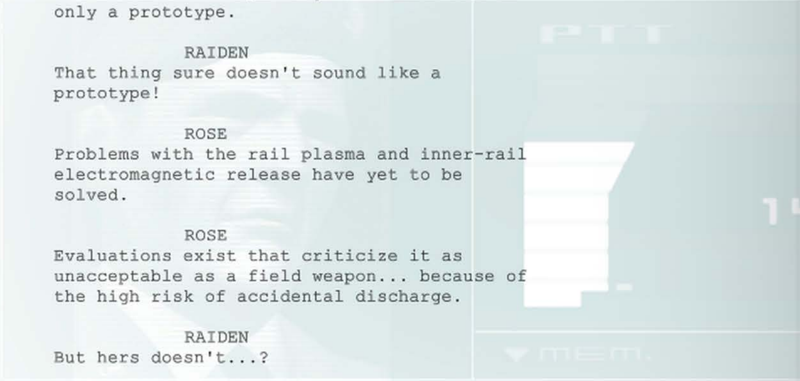
ROSE
The big rifle that she carries appears to be a personal rail gun.

RAIDEN
Rail gun?

ROSE
Yes -- an electromagnetic gun that fires bullets with magnetic force. As a movable conductor it uses plasma electrons to boost acceleration capabilities.

ROSE
The kinetic energy of the ammunition is approximately ten megajoules. Incidentally, that of a 140mm smooth bore gun ammunition is twenty megajoules.

RAIDEN
I can't believe something like that even exists!



ROSE
It's not available, though. What she has is only a prototype.

RAIDEN
That thing sure doesn't sound like a prototype!

ROSE
Problems with the rail plasma and inner-rail electromagnetic release have yet to be solved.

ROSE
Evaluations exist that criticize it as unacceptable as a field weapon... because of the high risk of accidental discharge.

RAIDEN
But hers doesn't...?

ROSE
... Most likely... probably because she's lucky.

RAIDEN
Unbelievable...

ROSE
Either way, it's a weapon that she alone can wield, that's for sure.

RAIDEN
Yeah, and a weapon that's uncontrollable, too.

ROSE
Be very careful, Jack.

Hide behind containers

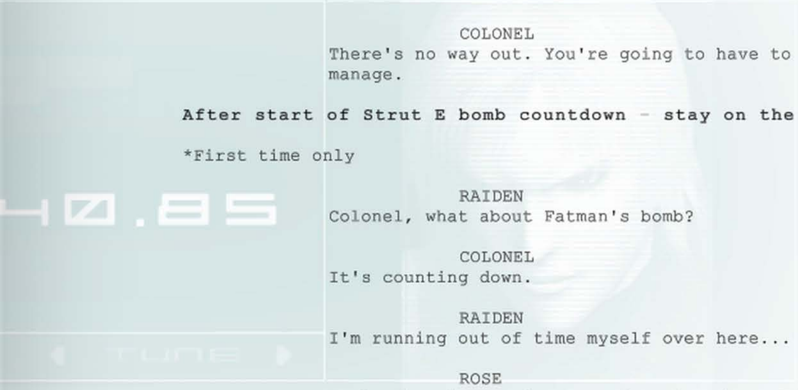
COLONEL
Fortune's rail gun packs some power. A direct hit will kill you. Do not present her with a target under any condition, stay behind cover.

Keep your distance

COLONEL
Don't even think about attempting melee combat. Keep your distance and evade her attacks. Just buy some time until the elevator arrives!

There's no turning back!

COLONEL
Raiden, it's no use. That door is jammed shut with rubble.



COLONEL
There's no way out. You're going to have to manage.

After start of Strut E bomb countdown - stay on the move

*First time only

RAIDEN
Colonel, what about Fatman's bomb?

COLONEL
It's counting down.

RAIDEN
I'm running out of time myself over here...

ROSE
Jack, the elevator's started moving down. It should be there soon. Please, just hang on until it does!

COLONEL
Raiden, the elevator should be down there any moment. Just stay out of her reach until then.

After Fortune encounter – the Harrier

RAIDEN
Colonel, do the terrorists have a Harrier?

COLONEL
Yes, an AV8B Harrier 2 designed for the Marines.

COLONEL
It is a V/STOL attack aircraft outfitted with a 25mm gun, air-to-air missiles, and anti-ground rockets.

COLONEL
It's not something you want to try to take on in a SEAL helicopter.

RAIDEN
Yeah, even more so if unprotected. Colonel, where did they get such a weapon?

COLONEL
I don't know.

RAIDEN
Are they really just run-of-the-mill terrorists?

COLONEL
Relax, Raiden. Right now just think about your mission at hand. Do you understand?

After Fortune battle – get to the heliport

COLONEL
The clock is ticking, Raiden. Get to the heliport on the roof of Strut E.

Get your weapons in order (Strut F)

COLONEL
Raiden, I expect your encounter with Fatman will involve combat. There isn't a lot of time, but if you're not happy with your equipment, now is the time to get everything ready.

Before Fatman battle, heliport

COLONEL
Raiden, there should be a C4 planted somewhere on the heliport. Locate it ASAP! If it detonates, we're finished.

•Colonel

Fatman Battle

Fatman battle - take care of the bombs

COLONEL
Fatman will plant the C4s, then activate the timer.

COLONEL
Once the timer is online, the countdown begins. Detonation takes place at the zero count. If that happens, the mission fails.

*Second and subsequent times

COLONEL
When you see him push the timer button, use the coolant spray to freeze the C4 before the countdown ends.

Time until detonation

COLONEL
The countdown timer will tell you how long you have until the C4s detonate.

COLONEL
When the count goes to zero, the C4 will blow and we will be finished. Defuse the bombs before that can happen.

You can only damage his head

COLONEL
Raiden, as you can see, Fatman is wearing a blast suit.

*First time only

ROSE
A blast suit?

RAIDEN
It's protective clothing worn for bomb disposal work. Gunfire can't really penetrate that thing either.

COLONEL
You can do very little damage through the suit. Use the First Person View to go for the head.

*On higher difficulties

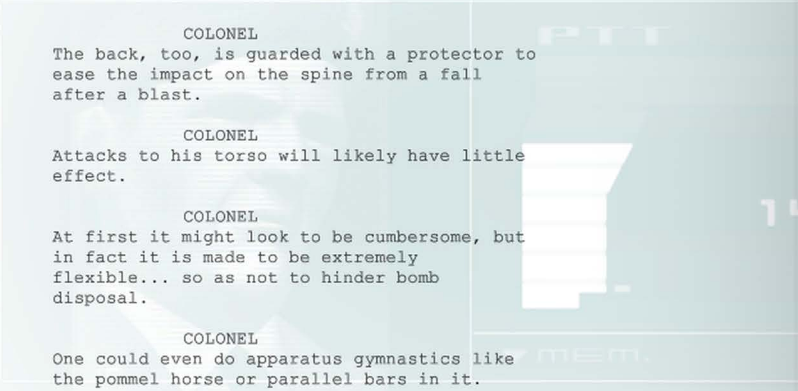
COLONEL
His guard will be completely down. Push the advantage and go for a head shot.

Bomb blast suit facts and figures

COLONEL
Fatman is wearing a bomb blast suit.

COLONEL
It is worn when disarming explosives, and protects its wearer from the blast, heat, and shards. Essentially it resembles a bulletproof vest, made out of special material.

COLONEL
The front of the head and body are guarded by a laminated ballistic insert.



COLONEL
The back, too, is guarded with a protector to ease the impact on the spine from a fall after a blast.

COLONEL
Attacks to his torso will likely have little effect.

COLONEL
At first it might look to be cumbersome, but in fact it is made to be extremely flexible... so as not to hinder bomb disposal.

COLONEL
One could even do apparatus gymnastics like the pommel horse or parallel bars in it.

COLONEL
The problem is that it is poorly ventilated, and having it on for long periods of time runs the risk of leaving its wearer mildly overheated.

COLONEL
However, the suit is equipped with a cooling system like a space suit in which the coolant is run through inner-suit tubes.

COLONEL
He will not likely overheat in the suit.

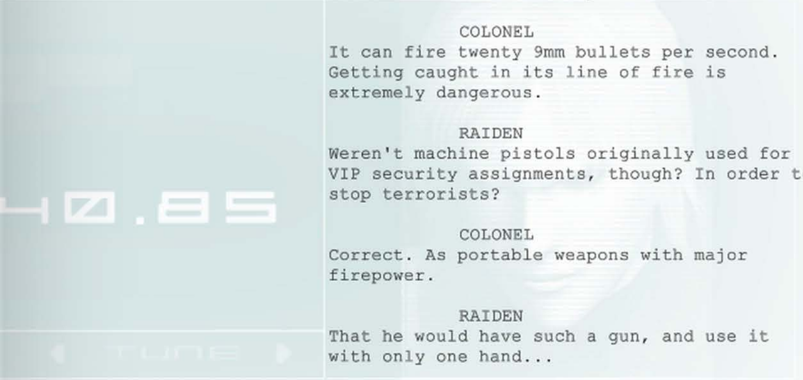
COLONEL
With those configurations, however, the total weight of the suit should exceed fifty kilograms.

COLONEL
That's too heavy for skating around. An impact might easily make him lose his balance and he'll fall down.

COLONEL
Shooting a part of the suit with a gun will do minimal damage at best. Aim for exposed areas of his head. If he falls down, when he tries to get up is your best chance.

Glock facts and figures

COLONEL
Fatman carries a Glock 18, a fully-automatic version of the Glock 17 pistol.



COLONEL
It can fire twenty 9mm bullets per second. Getting caught in its line of fire is extremely dangerous.

RAIDEN
Weren't machine pistols originally used for VIP security assignments, though? In order to stop terrorists?

COLONEL
Correct. As portable weapons with major firepower.

RAIDEN
That he would have such a gun, and use it with only one hand...

COLONEL
Don't forget, he's a member of Dead Cell.

RAIDEN
...

COLONEL
What's more, he walks around wearing that suit. He must have a lot of faith in his own strength.

COLONEL
Don't engage him in a firefight from the front. Attack him when he reloads.

Easier to target his head after he falls (while fallen)

COLONEL
There's a long lag between the time he falls down to the point where he manages to get up. His guard will be completely down. Push the advantage and go for a head shot.

Multiple attacks will knock him down

COLONEL
The blast suit can't protect him from the impact of the shot itself.

COLONEL
A series of rapid fire will knock him off-balance and create an opportunity for attack. Use it.

Claymores are also effective

COLONEL
You can also anticipate Fatman's course and plant a Claymore in his path.

Careful when hanging

COLONEL
Raiden, you're completely defenseless while Hanging. If he manages to knock you off that ledge, you wouldn't survive the fall. Keep that in mind.

Fatman has a gun too

COLONEL
Bombs are not the only weapons Fatman has. He's also carrying a machine pistol, and he'll use it if you offer yourself up as a target.

COLONEL
Stay hidden!

The remaining bomb after Fatman dies

COLONEL
Raiden, Fatman may be dead but don't relax just yet; there are still bombs set by him remaining. Dispose of all the bombs.

Fatman's final bomb

(1)

RAIDEN

Colonel, where's that bomb?

COLONEL

We have no information on that. Sweep the area.

ROSE

Hurry, Jack!

(2)

COLONEL

The bomb has to be somewhere on the heliport. Use whatever means necessary to locate it.

Final bomb hint (1)

COLONEL

Raiden, have you located the bomb yet?

RAIDEN

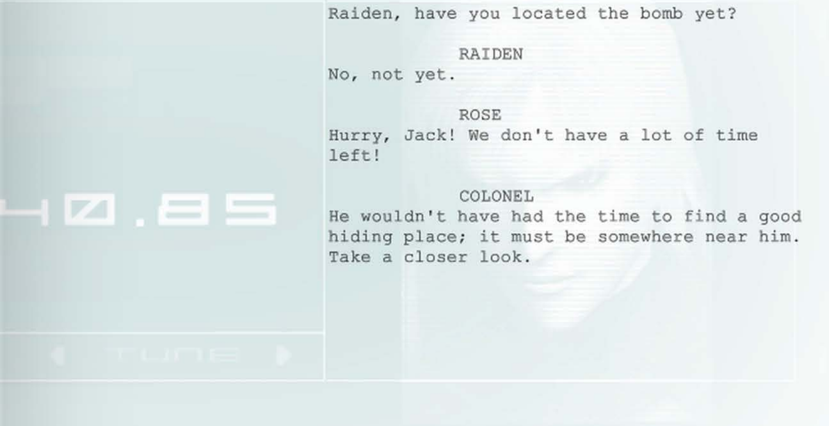
No, not yet.

ROSE

Hurry, Jack! We don't have a lot of time left!

COLONEL

He wouldn't have had the time to find a good hiding place; it must be somewhere near him. Take a closer look.



Final bomb obvious hint

COLONEL
Raiden, the bomb?

RAIDEN
Nothing yet.

COLONEL
Where is that damned thing...? We're running out of time.

ROSE
Have you checked under Fatman's body?

RAIDEN
What? Of course not. It can't be there.

ROSE
You don't know that.

RAIDEN
OK, what evidence do you have that it's there?

ROSE
Just a hunch, all right?

RAIDEN
Look Rose -- I know what I'm doing, and this is my life on the line. You don't have any experience in this type of work, so ju...

ROSE
...

COLONEL
Raiden, don't turn down a good suggestion when you hear one. Check it out.

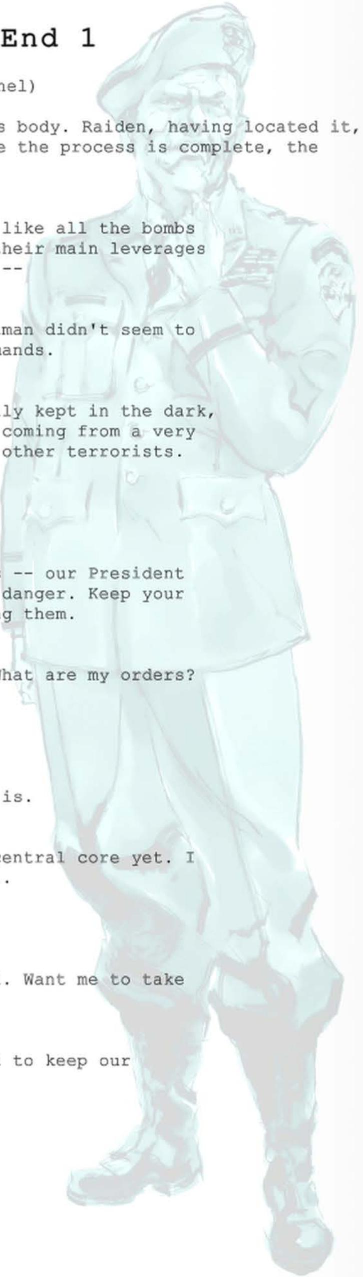
40.85
TUNE

SECTION 5

After Fatman Battle

– Harrier 2 Battle

ファットマン戦後～ハリアー２戦



Fatman Bomb Disposal End 1

Codec Call 1

(mandatory incoming call from the Colonel)

The last of Fatman's bombs is under his body. Raiden, having located it, freezes it with the Coolant Spray. Once the process is complete, the Colonel calls in.

COLONEL
Good work, Raiden. Looks like all the bombs are neutralized. One of their main leverages is now gone. That leaves --

RAIDEN
interrupts Colonel, Fatman didn't seem to know about the ransom demands.

COLONEL
lies easily Intentionally kept in the dark, I'd say. He seemed to be coming from a very different place from the other terrorists.

RAIDEN
unconvinced Hmm...

COLONEL
Raiden, a lot of hostages -- our President included -- are still in danger. Keep your mind focused on protecting them.

RAIDEN
still unconvinced ... What are my orders?

COLONEL
Rescue the President.

RAIDEN
We have no idea where he is.

COLONEL
You haven't been in the central core yet. I suggest you start there...

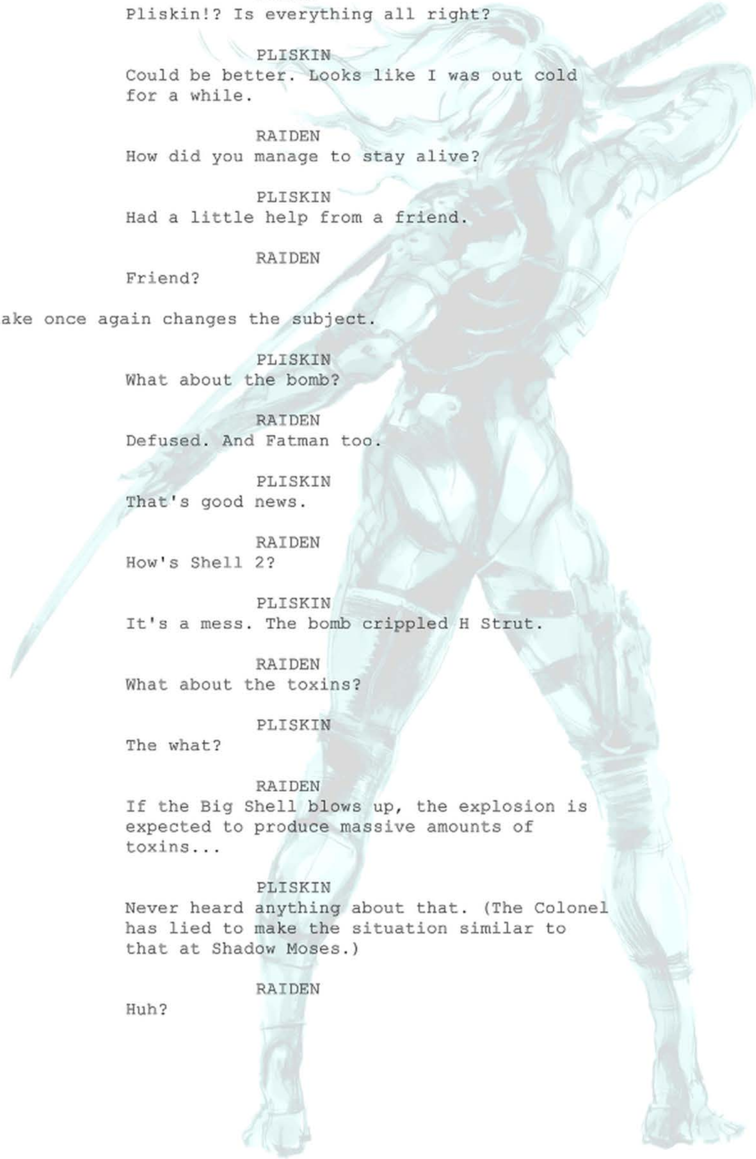
Sound of another call.

RAIDEN
Wait, I have another call. Want me to take it?

COLONEL
No, I'll go offline. Best to keep our presence unknown.

The Colonel signs off.

Pliskin radios in!



PLISKIN
How're you doing, kid?

RAIDEN
Pliskin!? Is everything all right?

PLISKIN
Could be better. Looks like I was out cold
for a while.

RAIDEN
How did you manage to stay alive?

PLISKIN
Had a little help from a friend.

RAIDEN
Friend?

Snake once again changes the subject.

PLISKIN
What about the bomb?

RAIDEN
Defused. And Fatman too.

PLISKIN
That's good news.

RAIDEN
How's Shell 2?

PLISKIN
It's a mess. The bomb crippled H Strut.

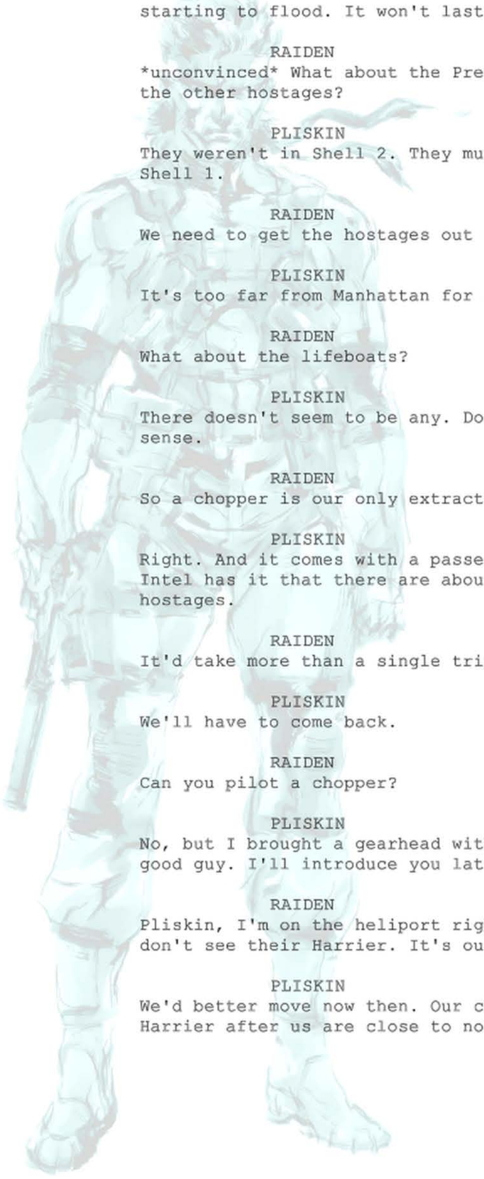
RAIDEN
What about the toxins?

PLISKIN
The what?

RAIDEN
If the Big Shell blows up, the explosion is
expected to produce massive amounts of
toxins...

PLISKIN
Never heard anything about that. (The Colonel
has lied to make the situation similar to
that at Shadow Moses.)

RAIDEN
Huh?



PLISKIN
Well, looks like there's not much danger of that in any case. But the central core is starting to flood. It won't last much longer.

RAIDEN
unconvinced What about the President and the other hostages?

PLISKIN
They weren't in Shell 2. They must be in Shell 1.

RAIDEN
We need to get the hostages out of here now.

PLISKIN
It's too far from Manhattan for a swim.

RAIDEN
What about the lifeboats?

PLISKIN
There doesn't seem to be any. Doesn't make sense.

RAIDEN
So a chopper is our only extraction?

PLISKIN
Right. And it comes with a passenger limit. Intel has it that there are about thirty hostages.

RAIDEN
It'd take more than a single trip.

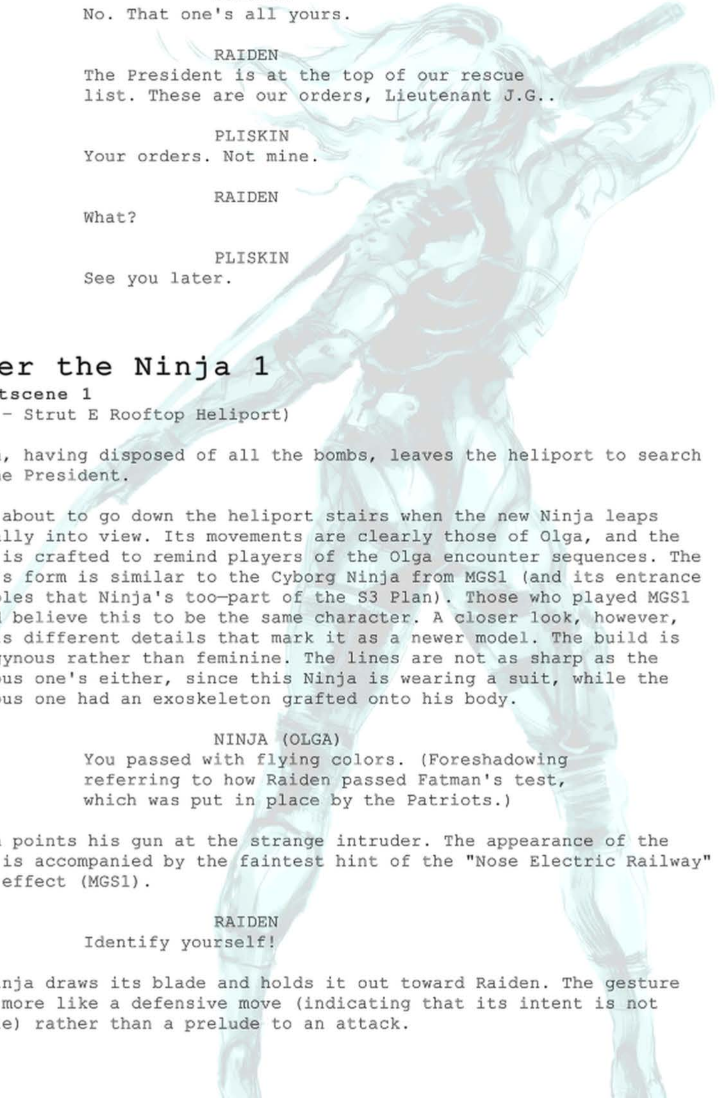
PLISKIN
We'll have to come back.

RAIDEN
Can you pilot a chopper?

PLISKIN
No, but I brought a gearhead with me. He's a good guy. I'll introduce you later.

RAIDEN
Pliskin, I'm on the heliport right now, but I don't see their Harrier. It's out somewhere.

PLISKIN
We'd better move now then. Our chances with a Harrier after us are close to nothing.



RAIDEN
Do you know where the President is?

PLISKIN
No. That one's all yours.

RAIDEN
The President is at the top of our rescue list. These are our orders, Lieutenant J.G..

PLISKIN
Your orders. Not mine.

RAIDEN
What?

PLISKIN
See you later.

Enter the Ninja 1

3D Cutscene 1
((MC) - Strut E Rooftop Heliport)

Raiden, having disposed of all the bombs, leaves the heliport to search for the President.

He is about to go down the heliport stairs when the new Ninja leaps laterally into view. Its movements are clearly those of Olga, and the scene is crafted to remind players of the Olga encounter sequences. The Ninja's form is similar to the Cyborg Ninja from MGS1 (and its entrance resembles that Ninja's too—part of the S3 Plan). Those who played MGS1 should believe this to be the same character. A closer look, however, reveals different details that mark it as a newer model. The build is androgynous rather than feminine. The lines are not as sharp as the previous one's either, since this Ninja is wearing a suit, while the previous one had an exoskeleton grafted onto his body.

NINJA (OLGA)
You passed with flying colors. (Foreshadowing referring to how Raiden passed Fatman's test, which was put in place by the Patriots.)

Raiden points his gun at the strange intruder. The appearance of the Ninja is accompanied by the faintest hint of the "Nose Electric Railway" sound effect (MGS1).

RAIDEN
Identify yourself!

The Ninja draws its blade and holds it out toward Raiden. The gesture seems more like a defensive move (indicating that its intent is not hostile) rather than a prelude to an attack.

NINJA
I'm like you... I have no name.

The Ninja bears traces of its predecessor, such as the sensor eyes surrounding its head. The body is bulkier, however, compared to the slim former model; it appears to be wearing the suit rather than being a part of it.

For a second, the face shield loses its opacity and shows a glimmer of a face (Olga). The moment passes too quickly to identify the person, but it drives home the fact that there is a human being inside the suit.

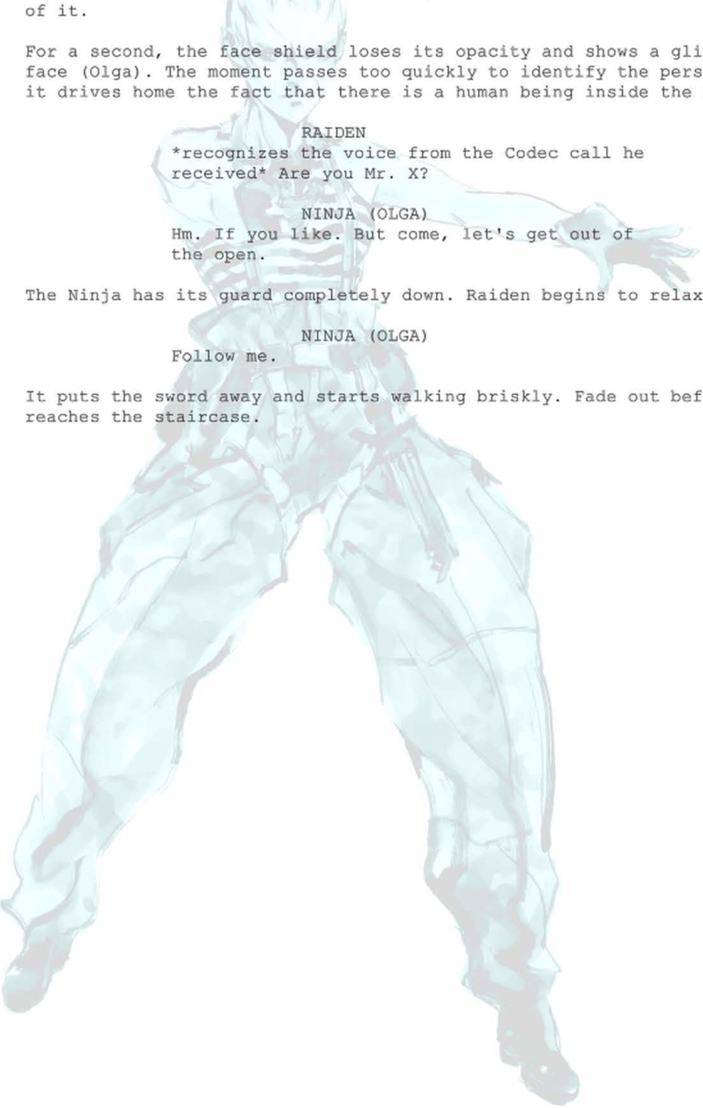
RAIDEN
recognizes the voice from the Codec call he received Are you Mr. X?

NINJA (OLGA)
Hm. If you like. But come, let's get out of the open.

The Ninja has its guard completely down. Raiden begins to relax.

NINJA (OLGA)
Follow me.

It puts the sword away and starts walking briskly. Fade out before it reaches the staircase.



Enter the Ninja 2

3D Cutscene 2

((MC) - Strut E 1F)

They move to Strut E 1F (eastern guard passage), in the area facing the node. A view of the sea beyond the railing. The spot is relatively protected from outside eyes. Raiden still has his gun in his hand, but it is not pointed at the Ninja. The Ninja's sword is sheathed.

The Ninja rests its hands on the railing and looks at the water, back turned to Raiden.

RAIDEN

Are you with FOXHOUND too?

The Ninja turns around.

NINJA

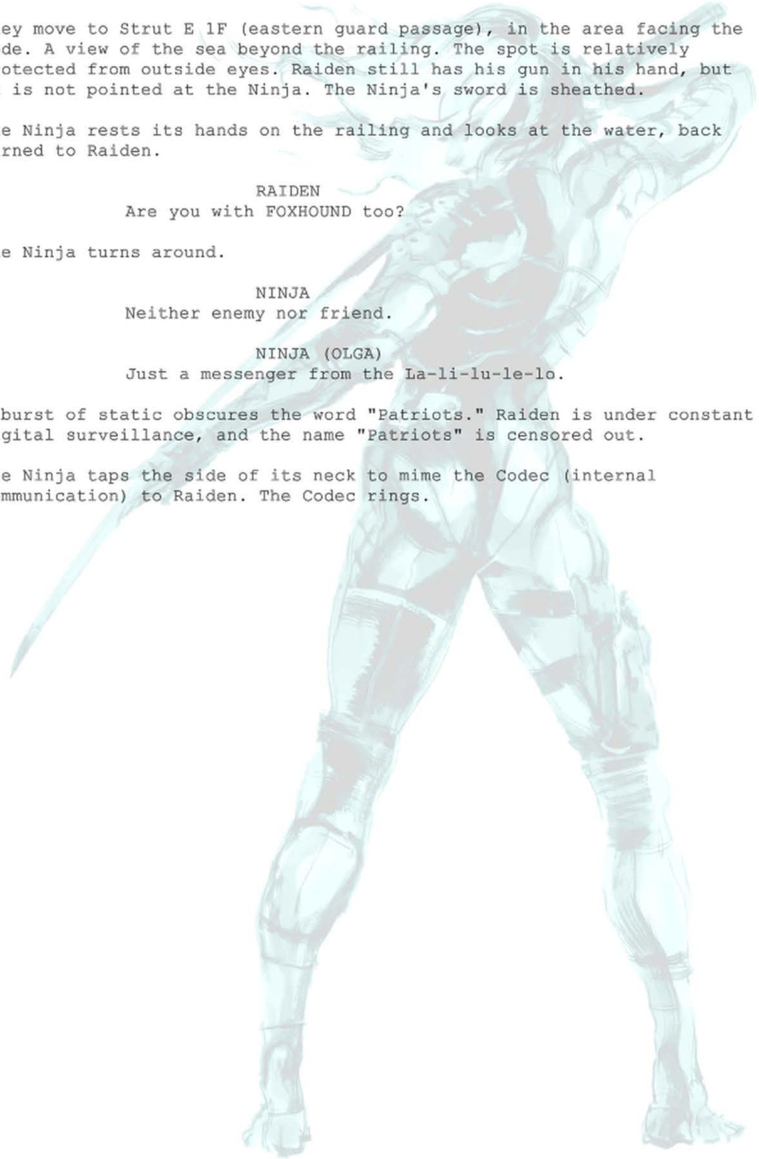
Neither enemy nor friend.

NINJA (OLGA)

Just a messenger from the La-li-lu-le-lo.

A burst of static obscures the word "Patriots." Raiden is under constant digital surveillance, and the name "Patriots" is censored out.

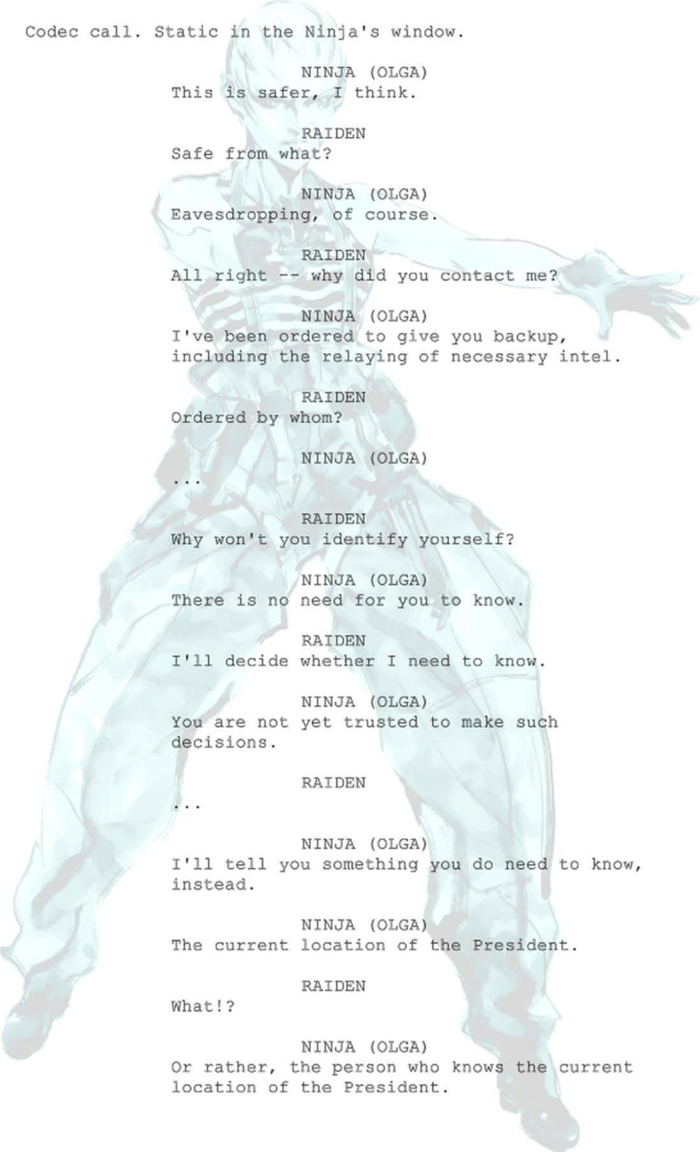
The Ninja taps the side of its neck to mime the Codec (internal communication) to Raiden. The Codec rings.



Enter the Ninja 3

Codec Call 1

(internal communication with the Ninja)



Codec call. Static in the Ninja's window.

NINJA (OLGA)

This is safer, I think.

RAIDEN

Safe from what?

NINJA (OLGA)

Eavesdropping, of course.

RAIDEN

All right -- why did you contact me?

NINJA (OLGA)

I've been ordered to give you backup, including the relaying of necessary intel.

RAIDEN

Ordered by whom?

NINJA (OLGA)

...

RAIDEN

Why won't you identify yourself?

NINJA (OLGA)

There is no need for you to know.

RAIDEN

I'll decide whether I need to know.

NINJA (OLGA)

You are not yet trusted to make such decisions.

RAIDEN

...

NINJA (OLGA)

I'll tell you something you do need to know, instead.

NINJA (OLGA)

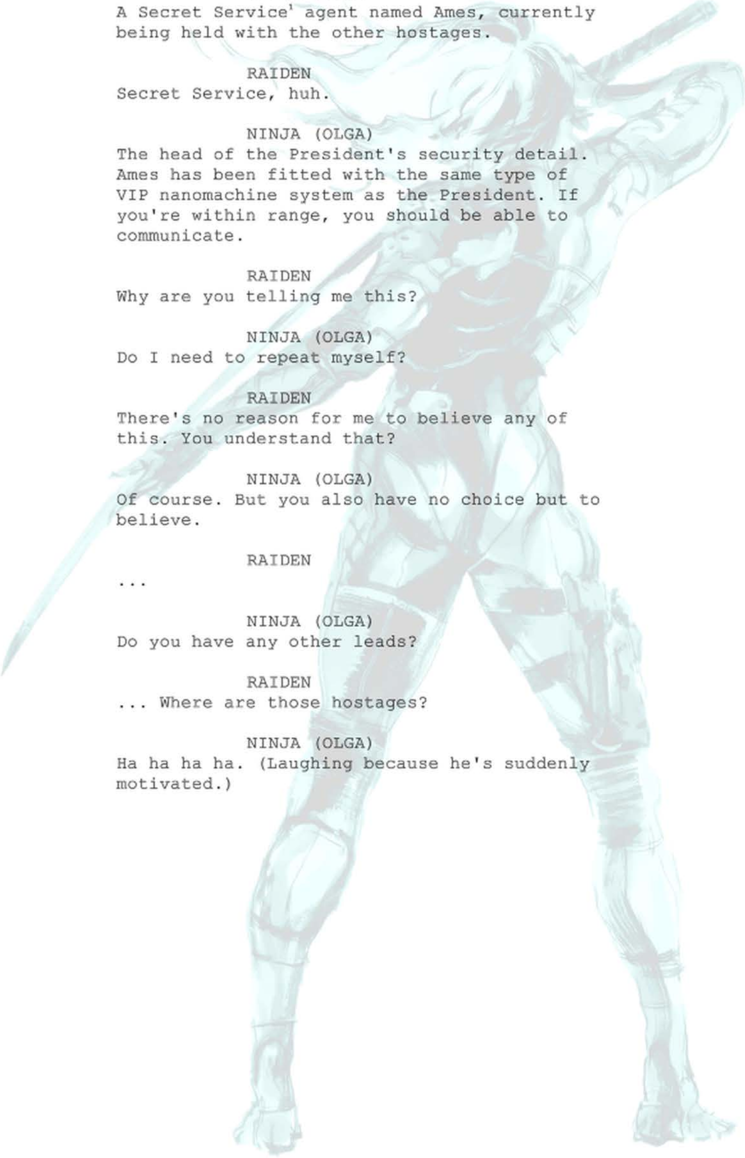
The current location of the President.

RAIDEN

What!?

NINJA (OLGA)

Or rather, the person who knows the current location of the President.



RAIDEN

Who is it?

NINJA (OLGA)

A Secret Service[1] agent named Ames, currently being held with the other hostages.

RAIDEN

Secret Service, huh.

NINJA (OLGA)

The head of the President's security detail. Ames has been fitted with the same type of VIP nanomachine system as the President. If you're within range, you should be able to communicate.

RAIDEN

Why are you telling me this?

NINJA (OLGA)

Do I need to repeat myself?

RAIDEN

There's no reason for me to believe any of this. You understand that?

NINJA (OLGA)

Of course. But you also have no choice but to believe.

RAIDEN

...

NINJA (OLGA)

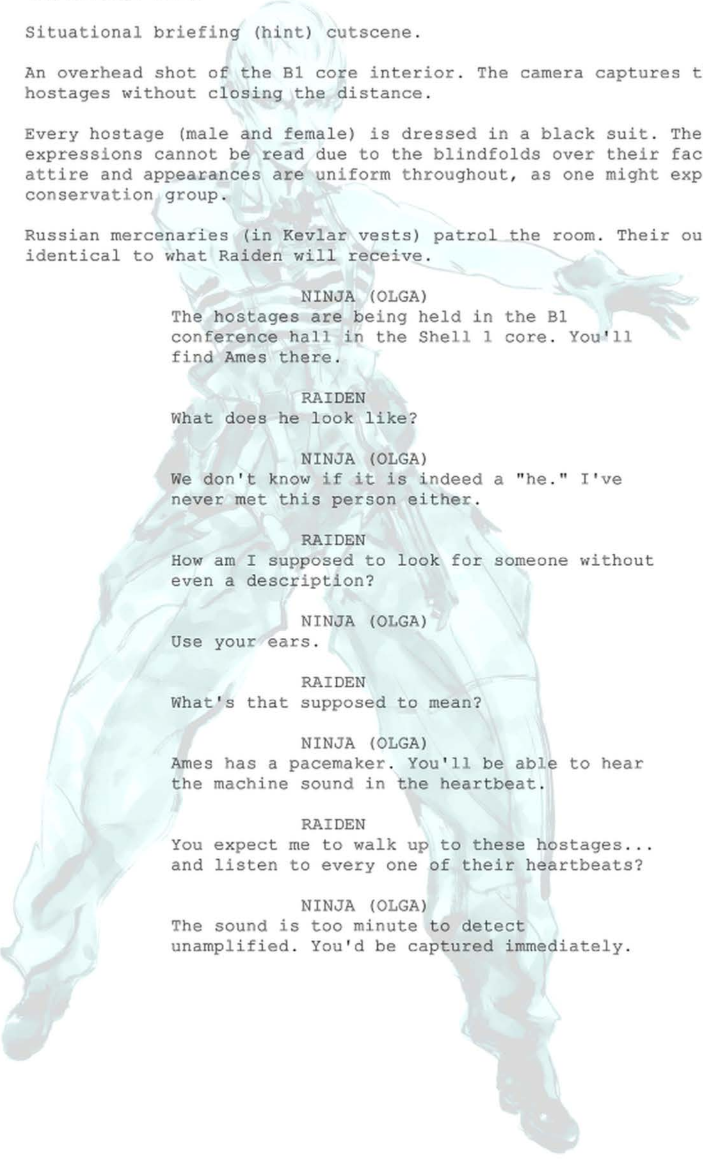
Do you have any other leads?

RAIDEN

... Where are those hostages?

NINJA (OLGA)

Ha ha ha ha. (Laughing because he's suddenly motivated.)



Enter the Ninja 4

3D Cutscene 3
(NM hostage room)

Situational briefing (hint) cutscene.

An overhead shot of the B1 core interior. The camera captures the hostages without closing the distance.

Every hostage (male and female) is dressed in a black suit. Their expressions cannot be read due to the blindfolds over their faces. Their attire and appearances are uniform throughout, as one might expect for a conservation group.

Russian mercenaries (in Kevlar vests) patrol the room. Their outfits are identical to what Raiden will receive.

NINJA (OLGA)
The hostages are being held in the B1 conference hall in the Shell 1 core. You'll find Ames there.

RAIDEN
What does he look like?

NINJA (OLGA)
We don't know if it is indeed a "he." I've never met this person either.

RAIDEN
How am I supposed to look for someone without even a description?

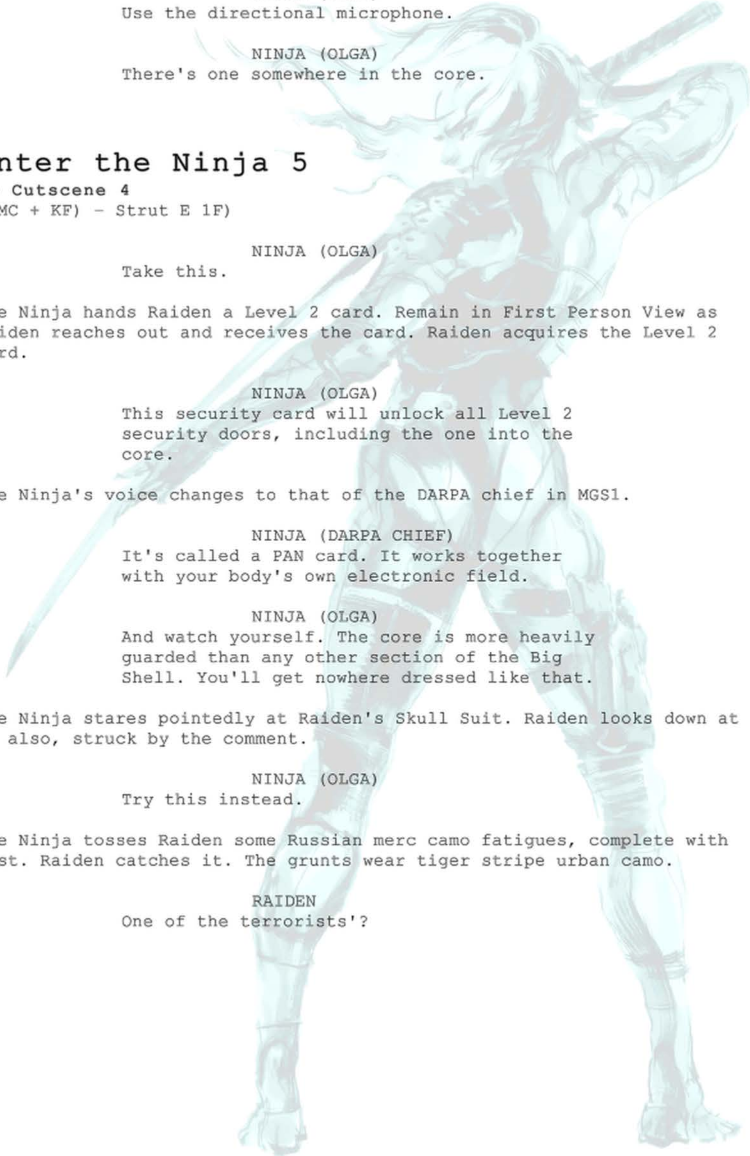
NINJA (OLGA)
Use your ears.

RAIDEN
What's that supposed to mean?

NINJA (OLGA)
Ames has a pacemaker. You'll be able to hear the machine sound in the heartbeat.

RAIDEN
You expect me to walk up to these hostages... and listen to every one of their heartbeats?

NINJA (OLGA)
The sound is too minute to detect unamplified. You'd be captured immediately.



RAIDEN
So what am I supposed to do?

NINJA (OLGA)
Use the directional microphone.

NINJA (OLGA)
There's one somewhere in the core.

Enter the Ninja 5

3D Cutscene 4

((MC + KF) - Strut E 1F)

NINJA (OLGA)
Take this.

The Ninja hands Raiden a Level 2 card. Remain in First Person View as Raiden reaches out and receives the card. Raiden acquires the Level 2 card.

NINJA (OLGA)
This security card will unlock all Level 2 security doors, including the one into the core.

The Ninja's voice changes to that of the DARPA chief in MGS1.

NINJA (DARPA CHIEF)
It's called a PAN card. It works together with your body's own electronic field.

NINJA (OLGA)
And watch yourself. The core is more heavily guarded than any other section of the Big Shell. You'll get nowhere dressed like that.

The Ninja stares pointedly at Raiden's Skull Suit. Raiden looks down at it also, struck by the comment.

NINJA (OLGA)
Try this instead.

The Ninja tosses Raiden some Russian merc camo fatigues, complete with vest. Raiden catches it. The grunts wear tiger stripe urban camo.

RAIDEN
One of the terrorists'?

Enter the Ninja 6

3D Cutscene 5

(Core 1F Elevator Hall)

Situational briefing (hint) cutscene.

Elevator hall in the 1F of the core section. The camera is moving.

NINJA (OLGA)
The surveillance camera won't let you on the elevator without the right uniform.

RAIDEN
You want me to disguise myself?

NINJA (OLGA)
Men assigned to the core and those on perimeter duty are given different colors to wear. Your new outfit will work in some areas, not others.

The core guards wear the brownish camo from the Tanker Chapter, the plant perimeter sentries are dressed in urban camo.

NINJA (OLGA)
The uniform alone won't fool them either.

RAIDEN
You're talking about weapons.

NINJA (OLGA)
Right. You need an AK.

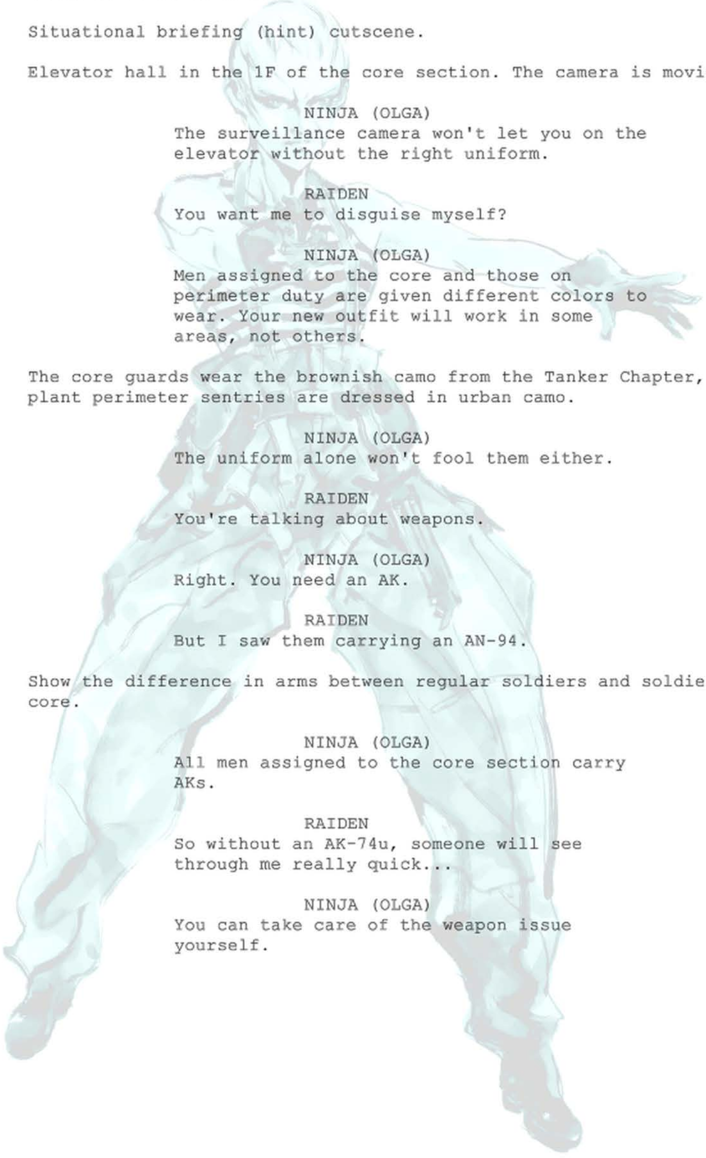
RAIDEN
But I saw them carrying an AN-94.

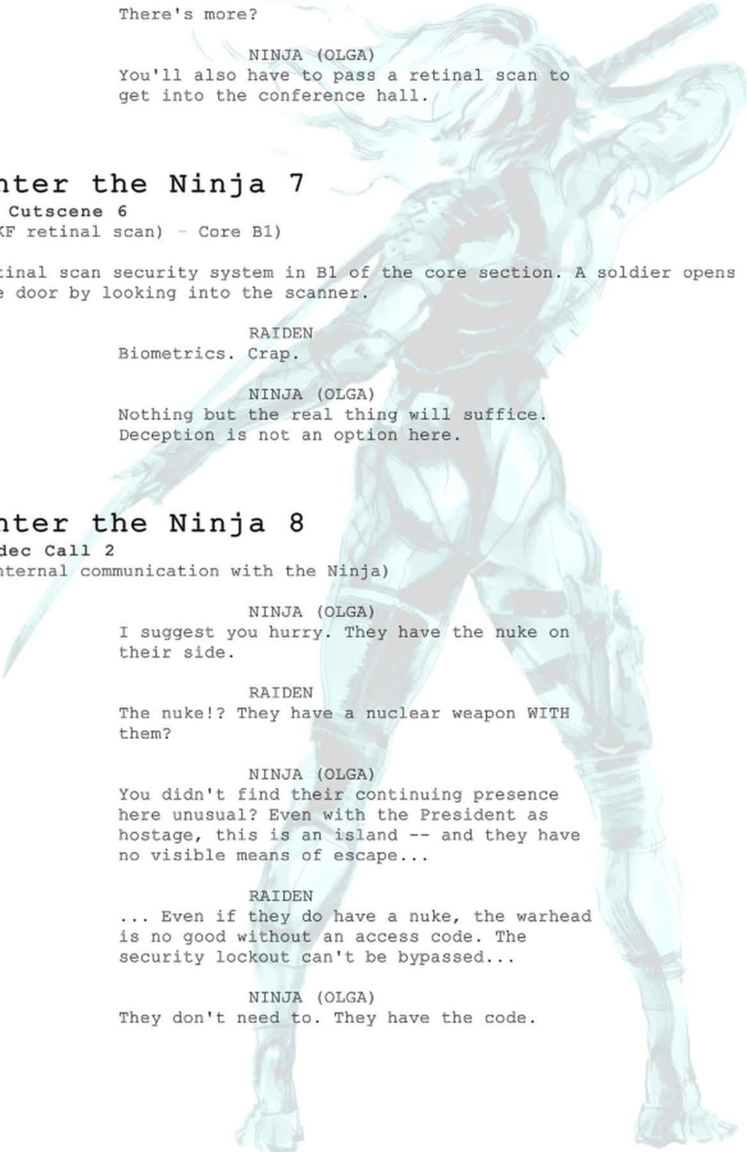
Show the difference in arms between regular soldiers and soldiers in the core.

NINJA (OLGA)
All men assigned to the core section carry AKs.

RAIDEN
So without an AK-74u, someone will see through me really quick...

NINJA (OLGA)
You can take care of the weapon issue yourself.





NINJA (OLGA)
One other thing --

RAIDEN
There's more?

NINJA (OLGA)
You'll also have to pass a retinal scan to get into the conference hall.

Enter the Ninja 7

3D Cutscene 6

((KF retinal scan) – Core B1)

Retinal scan security system in B1 of the core section. A soldier opens the door by looking into the scanner.

RAIDEN
Biometrics. Crap.

NINJA (OLGA)
Nothing but the real thing will suffice. Deception is not an option here.

Enter the Ninja 8

Codec Call 2

(internal communication with the Ninja)

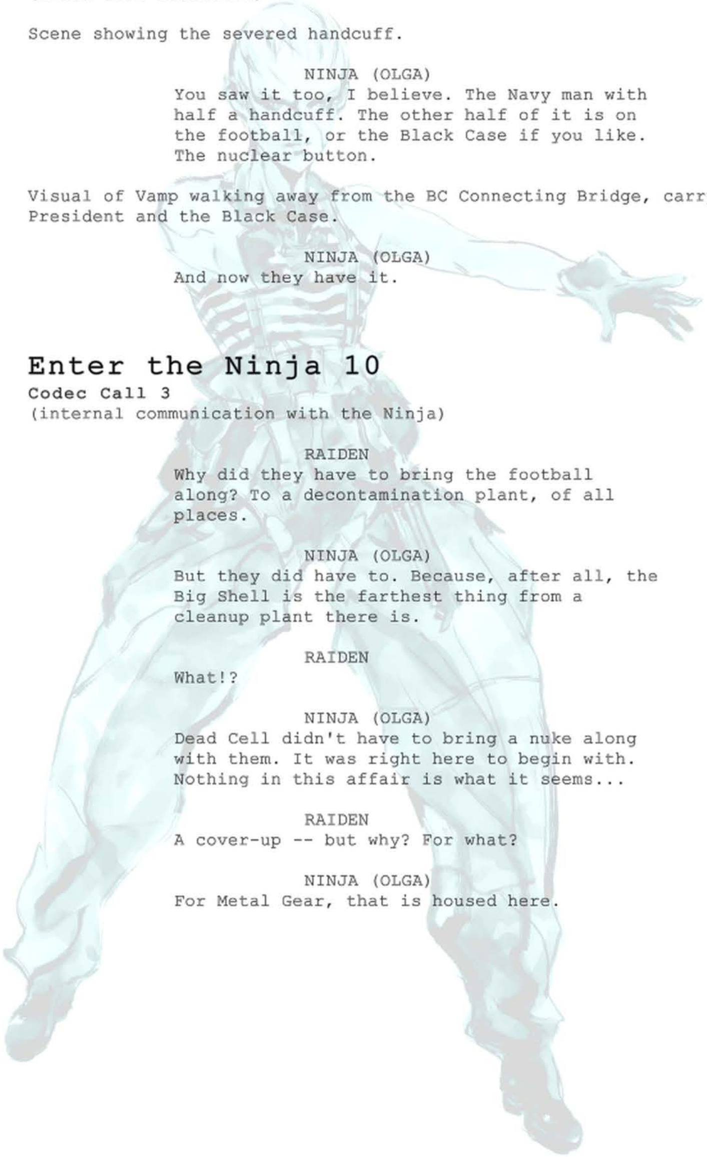
NINJA (OLGA)
I suggest you hurry. They have the nuke on their side.

RAIDEN
The nuke!? They have a nuclear weapon WITH them?

NINJA (OLGA)
You didn't find their continuing presence here unusual? Even with the President as hostage, this is an island -- and they have no visible means of escape...

RAIDEN
... Even if they do have a nuke, the warhead is no good without an access code. The security lockout can't be bypassed...

NINJA (OLGA)
They don't need to. They have the code.



Enter the Ninja 9

Movie Cutscene 1

(Black Case flashback)

Scene showing the severed handcuff.

NINJA (OLGA)

You saw it too, I believe. The Navy man with half a handcuff. The other half of it is on the football, or the Black Case if you like. The nuclear button.

Visual of Vamp walking away from the BC Connecting Bridge, carrying the President and the Black Case.

NINJA (OLGA)

And now they have it.

Enter the Ninja 10

Codec Call 3

(internal communication with the Ninja)

RAIDEN

Why did they have to bring the football along? To a decontamination plant, of all places.

NINJA (OLGA)

But they did have to. Because, after all, the Big Shell is the farthest thing from a cleanup plant there is.

RAIDEN

What!?

NINJA (OLGA)

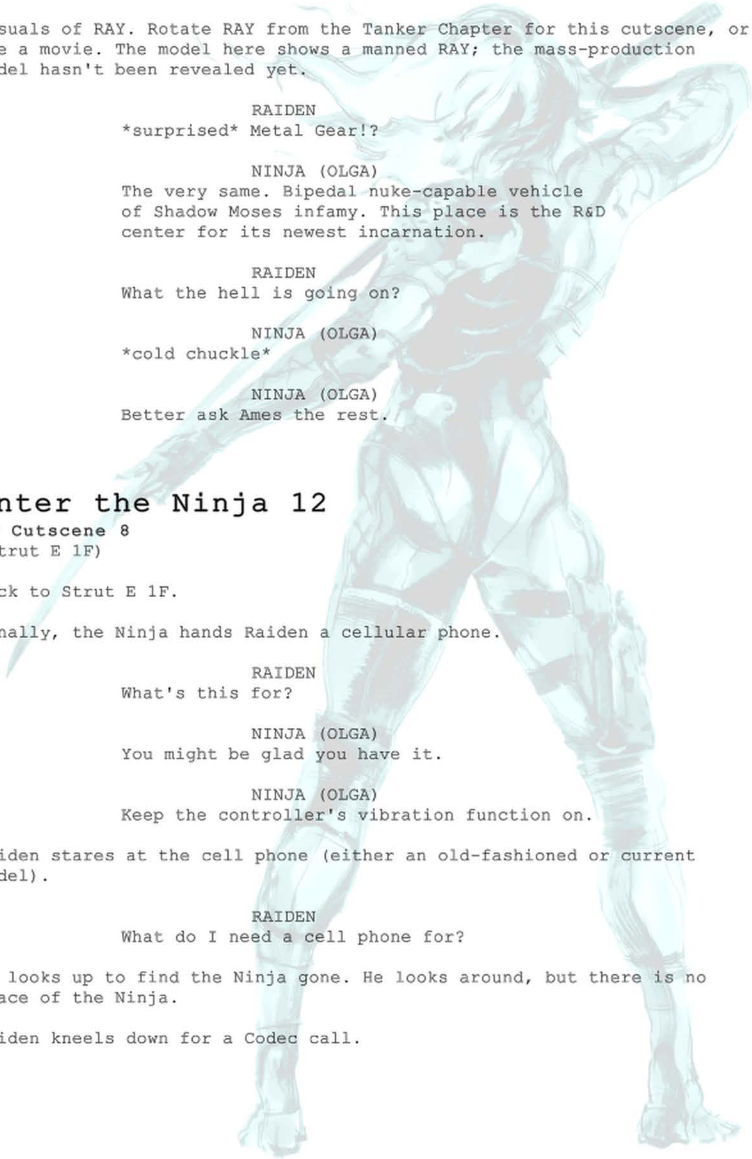
Dead Cell didn't have to bring a nuke along with them. It was right here to begin with. Nothing in this affair is what it seems...

RAIDEN

A cover-up -- but why? For what?

NINJA (OLGA)

For Metal Gear, that is housed here.



Enter the Ninja 11

3D Cutscene 7

(visuals of Metal Gear RAY)

Visuals of RAY. Rotate RAY from the Tanker Chapter for this cutscene, or use a movie. The model here shows a manned RAY; the mass-production model hasn't been revealed yet.

RAIDEN
surprised Metal Gear!?

NINJA (OLGA)
The very same. Bipedal nuke-capable vehicle of Shadow Moses infamy. This place is the R&D center for its newest incarnation.

RAIDEN
What the hell is going on?

NINJA (OLGA)
cold chuckle

NINJA (OLGA)
Better ask Ames the rest.

Enter the Ninja 12

3D Cutscene 8

(Strut E 1F)

Back to Strut E 1F.

Finally, the Ninja hands Raiden a cellular phone.

RAIDEN
What's this for?

NINJA (OLGA)
You might be glad you have it.

NINJA (OLGA)
Keep the controller's vibration function on.

Raiden stares at the cell phone (either an old-fashioned or current model).

RAIDEN
What do I need a cell phone for?

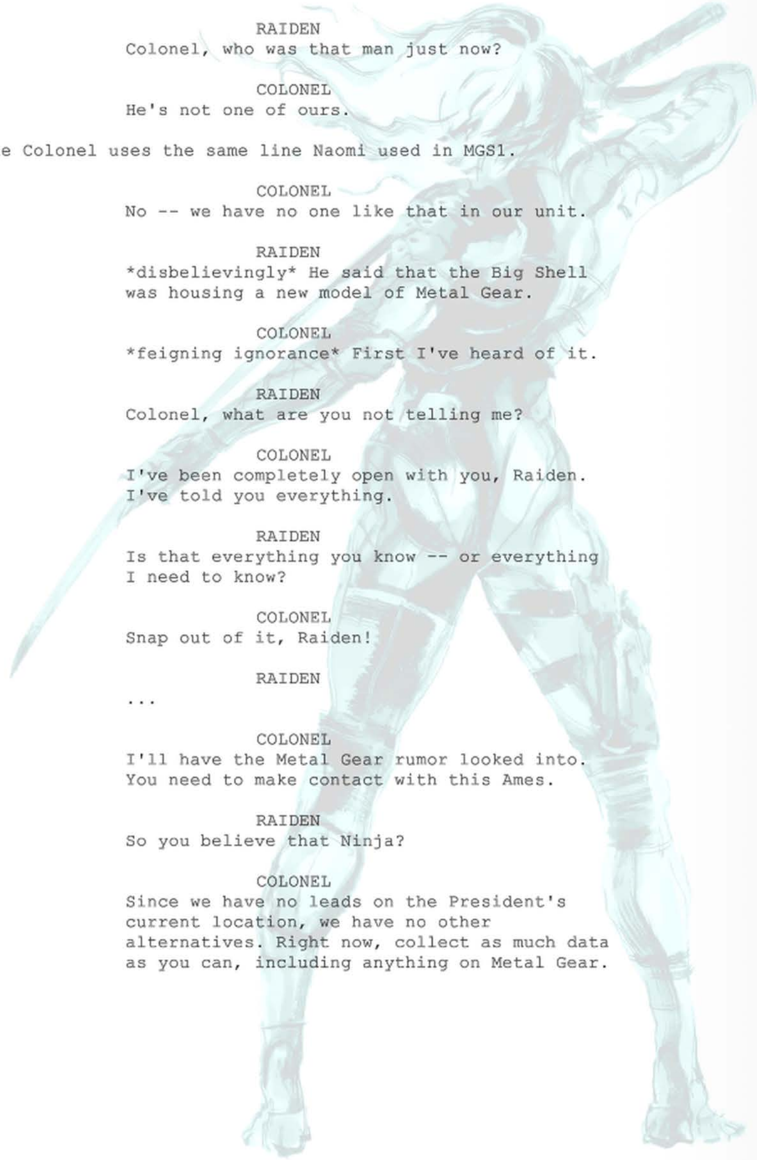
He looks up to find the Ninja gone. He looks around, but there is no trace of the Ninja.

Raiden kneels down for a Codec call.

Enter the Ninja 13

Codec Call 4

(mandatory outgoing call to the Colonel)



RAIDEN
Colonel, who was that man just now?

COLONEL
He's not one of ours.

The Colonel uses the same line Naomi used in MGS1.

COLONEL
No -- we have no one like that in our unit.

RAIDEN
disbelievingly He said that the Big Shell was housing a new model of Metal Gear.

COLONEL
feigning ignorance First I've heard of it.

RAIDEN
Colonel, what are you not telling me?

COLONEL
I've been completely open with you, Raiden. I've told you everything.

RAIDEN
Is that everything you know -- or everything I need to know?

COLONEL
Snap out of it, Raiden!

RAIDEN
...

COLONEL
I'll have the Metal Gear rumor looked into. You need to make contact with this Ames.

RAIDEN
So you believe that Ninja?

COLONEL
Since we have no leads on the President's current location, we have no other alternatives. Right now, collect as much data as you can, including anything on Metal Gear.

RAIDEN
Are those my orders?

COLONEL
Yes they are. Disguise yourself as an enemy soldier and infiltrate the Shell 1 Core.

RAIDEN
... Understood.

Snake's Body 1

Codec Call 1

(mandatory incoming call from Rose)

As Raiden infiltrates the core in search of Ames, he receives a Codec call from Rose.

ROSE
Got a minute, Jack?

RAIDEN
Rose?

ROSE
I found some information on where Solid Snake is interred.

RAIDEN
Great. Shoot.

ROSE
I've located the grave site.

RAIDEN
And the body?

ROSE
Exhumed for DNA testing.

RAIDEN
Well? Do you have the results?

ROSE
The right arm was missing, but there was no doubt that it was him. That body belongs to Solid Snake.

Raiden, somewhat of a fan of Snake, is disappointed.

RAIDEN
Hrmmm... So the head of the terrorist group must be --

ROSE
An impostor.

RAIDEN
disappointed Right...

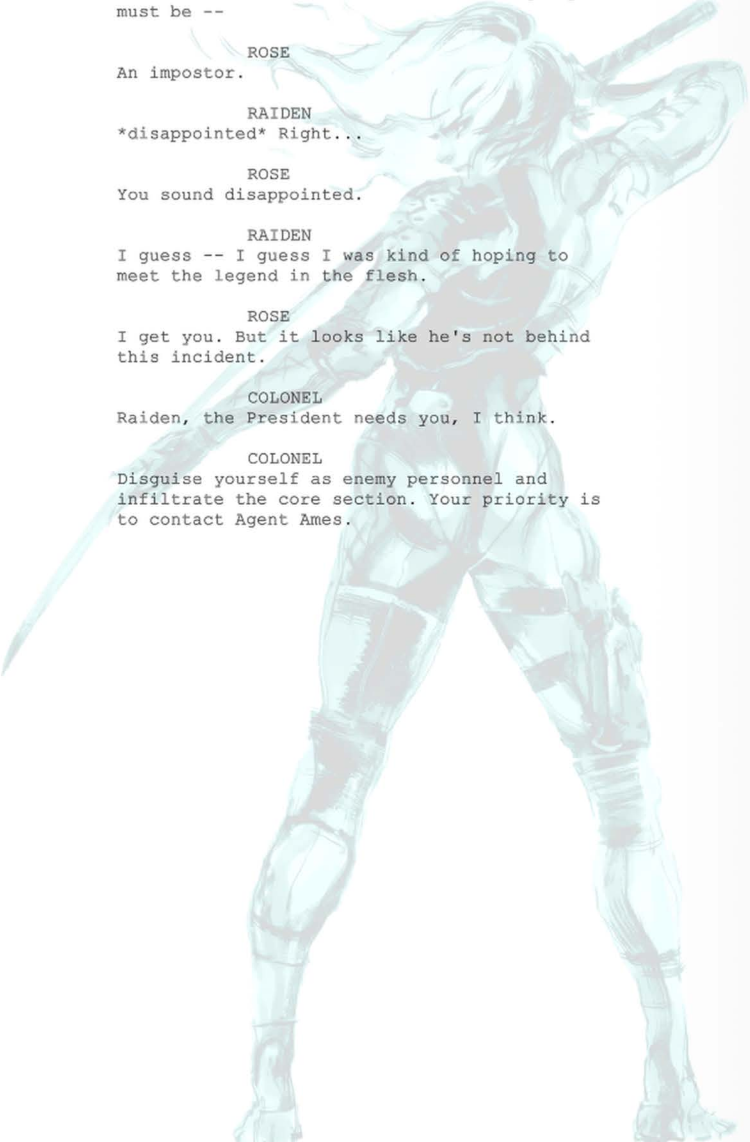
ROSE
You sound disappointed.

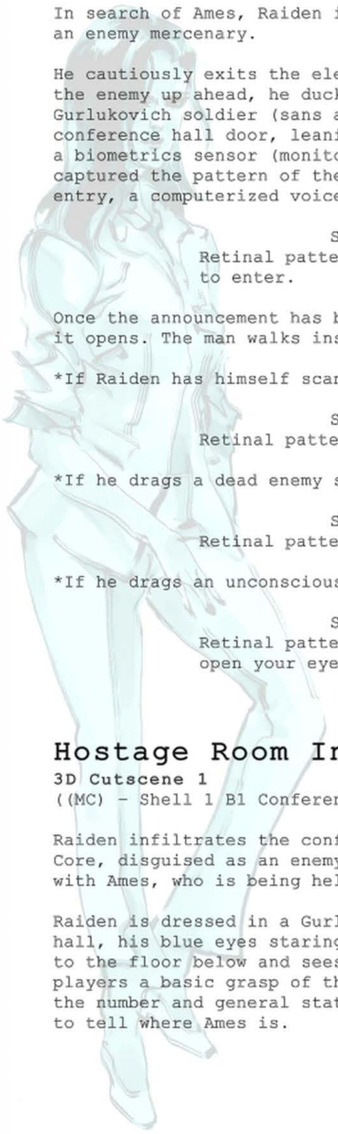
RAIDEN
I guess -- I guess I was kind of hoping to meet the legend in the flesh.

ROSE
I get you. But it looks like he's not behind this incident.

COLONEL
Raiden, the President needs you, I think.

COLONEL
Disguise yourself as enemy personnel and infiltrate the core section. Your priority is to contact Agent Ames.





Retinal Scan 1

In-Game Sequence 1

(Shell 1 Core B1 Elevator Hall)

In search of Ames, Raiden infiltrates B1 of the Shell 1 Core dressed as an enemy mercenary.

He cautiously exits the elevator and steps into the corridor. Sensing the enemy up ahead, he ducks halfway back into the elevator. A Gurlukovich soldier (sans assault vest) is standing in front of the conference hall door, leaning in to have his retina (one eye) scanned by a biometrics sensor (monitor) installed on the wall. Once the sensor has captured the pattern of the man's retina and matched it to a database entry, a computerized voice announces the result.

SECURITY SCANNER

Retinal pattern recognized. You are cleared to enter.

Once the announcement has been made, the door (sliding) is unlocked and it opens. The man walks inside.

*If Raiden has himself scanned

SECURITY SCANNER

Retinal pattern is not recognized.

*If he drags a dead enemy soldier to the scanner

SECURITY SCANNER

Retinal pattern cannot be scanned.

*If he drags an unconscious or sleeping enemy to the scanner

SECURITY SCANNER

Retinal pattern cannot be scanned. Please open your eyes.

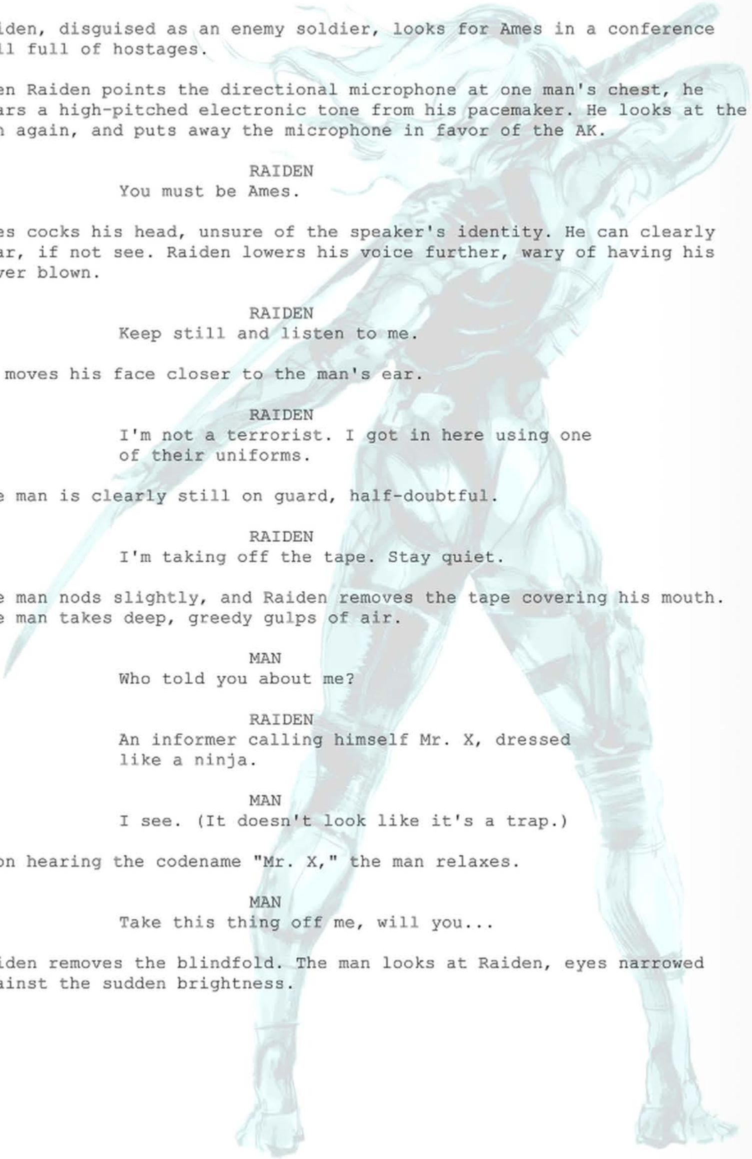
Hostage Room Infiltration 1

3D Cutscene 1

((MC) - Shell 1 B1 Conference Hall)

Raiden infiltrates the conference hall located in B1 of the Shell 1 Core, disguised as an enemy soldier. His objective is to make contact with Ames, who is being held hostage inside the room.

Raiden is dressed in a Gurlukovich uniform. He enters the conference hall, his blue eyes staring out of the ski mask eyeholes. He looks down to the floor below and sees the mass of hostages. This view gives players a basic grasp of the size and layout of the space, as well as the number and general state of the hostages. However, there is no way to tell where Ames is.



Locating Ames 1

3D Cutscene 1

((MC) - Shell 1 B1 Conference Hall)

Raiden, disguised as an enemy soldier, looks for Ames in a conference hall full of hostages.

When Raiden points the directional microphone at one man's chest, he hears a high-pitched electronic tone from his pacemaker. He looks at the man again, and puts away the microphone in favor of the AK.

RAIDEN
You must be Ames.

Ames cocks his head, unsure of the speaker's identity. He can clearly hear, if not see. Raiden lowers his voice further, wary of having his cover blown.

RAIDEN
Keep still and listen to me.

He moves his face closer to the man's ear.

RAIDEN
I'm not a terrorist. I got in here using one of their uniforms.

The man is clearly still on guard, half-doubtful.

RAIDEN
I'm taking off the tape. Stay quiet.

The man nods slightly, and Raiden removes the tape covering his mouth. The man takes deep, greedy gulps of air.

MAN
Who told you about me?

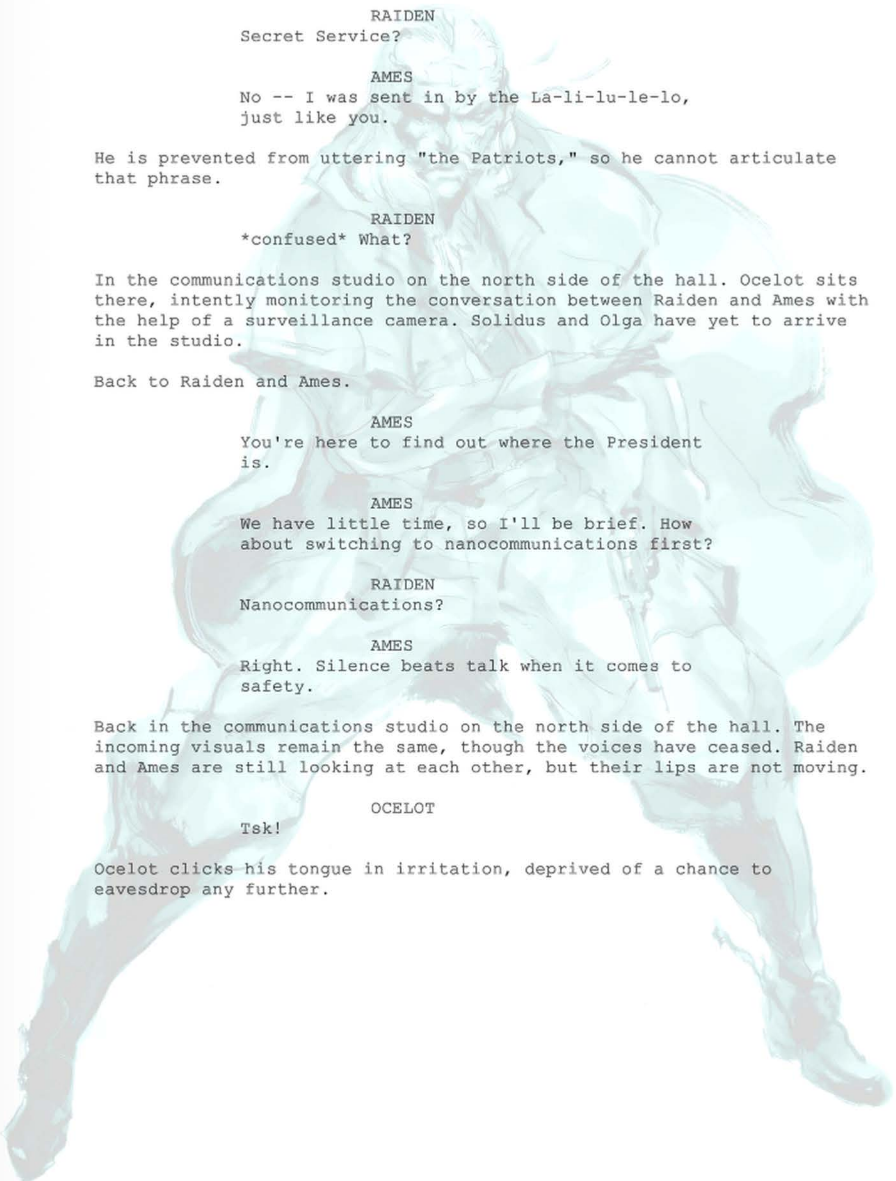
RAIDEN
An informer calling himself Mr. X, dressed like a ninja.

MAN
I see. (It doesn't look like it's a trap.)

Upon hearing the codename "Mr. X," the man relaxes.

MAN
Take this thing off me, will you...

Raiden removes the blindfold. The man looks at Raiden, eyes narrowed against the sudden brightness.



MAN
I'm Richard Ames.

RAIDEN
Secret Service?

AMES
No -- I was sent in by the La-li-lu-le-lo,
just like you.

He is prevented from uttering "the Patriots," so he cannot articulate that phrase.

RAIDEN
confused What?

In the communications studio on the north side of the hall. Ocelot sits there, intently monitoring the conversation between Raiden and Ames with the help of a surveillance camera. Solidus and Olga have yet to arrive in the studio.

Back to Raiden and Ames.

AMES
You're here to find out where the President
is.

AMES
We have little time, so I'll be brief. How
about switching to nanocommunications first?

RAIDEN
Nanocommunications?

AMES
Right. Silence beats talk when it comes to
safety.

Back in the communications studio on the north side of the hall. The incoming visuals remain the same, though the voices have ceased. Raiden and Ames are still looking at each other, but their lips are not moving.

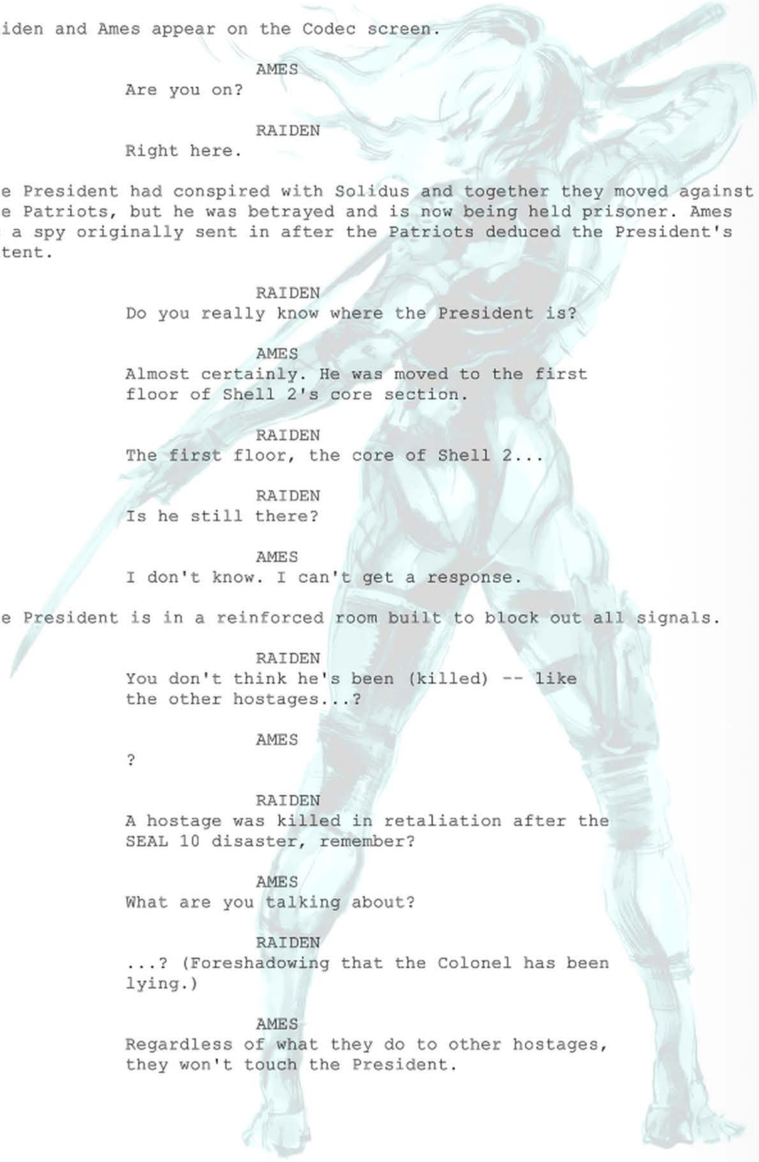
OCELOT
Tsk!

Ocelot clicks his tongue in irritation, deprived of a chance to eavesdrop any further.

Locating Ames 2

Codec Call 1

(internal communication with Ames)



Raiden and Ames appear on the Codec screen.

AMES

Are you on?

RAIDEN

Right here.

The President had conspired with Solidus and together they moved against the Patriots, but he was betrayed and is now being held prisoner. Ames is a spy originally sent in after the Patriots deduced the President's intent.

RAIDEN

Do you really know where the President is?

AMES

Almost certainly. He was moved to the first floor of Shell 2's core section.

RAIDEN

The first floor, the core of Shell 2...

RAIDEN

Is he still there?

AMES

I don't know. I can't get a response.

The President is in a reinforced room built to block out all signals.

RAIDEN

You don't think he's been (killed) -- like the other hostages...?

AMES

?

RAIDEN

A hostage was killed in retaliation after the SEAL 10 disaster, remember?

AMES

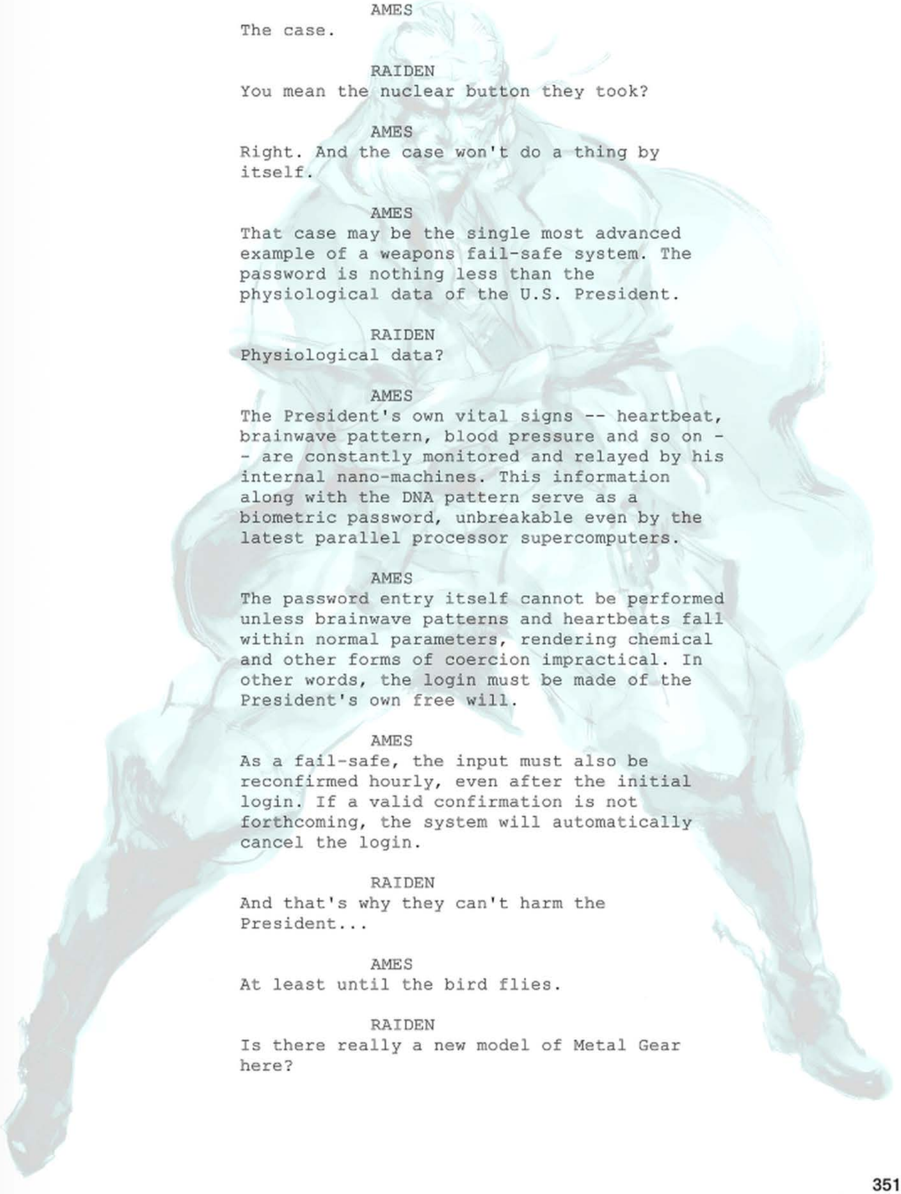
What are you talking about?

RAIDEN

...? (Foreshadowing that the Colonel has been lying.)

AMES

Regardless of what they do to other hostages, they won't touch the President.



RAIDEN
What makes you so sure?

AMES
The case.

RAIDEN
You mean the nuclear button they took?

AMES
Right. And the case won't do a thing by itself.

AMES
That case may be the single most advanced example of a weapons fail-safe system. The password is nothing less than the physiological data of the U.S. President.

RAIDEN
Physiological data?

AMES
The President's own vital signs -- heartbeat, brainwave pattern, blood pressure and so on -- are constantly monitored and relayed by his internal nano-machines. This information along with the DNA pattern serve as a biometric password, unbreakable even by the latest parallel processor supercomputers.

AMES
The password entry itself cannot be performed unless brainwave patterns and heartbeats fall within normal parameters, rendering chemical and other forms of coercion impractical. In other words, the login must be made of the President's own free will.

AMES
As a fail-safe, the input must also be reconfirmed hourly, even after the initial login. If a valid confirmation is not forthcoming, the system will automatically cancel the login.

RAIDEN
And that's why they can't harm the President...

AMES
At least until the bird flies.

RAIDEN
Is there really a new model of Metal Gear here?

AMES
Absolutely. The Black Case serves as the launch key to Metal Gear as well.

RAIDEN
Why would they hide a Metal Gear in an offshore plant?

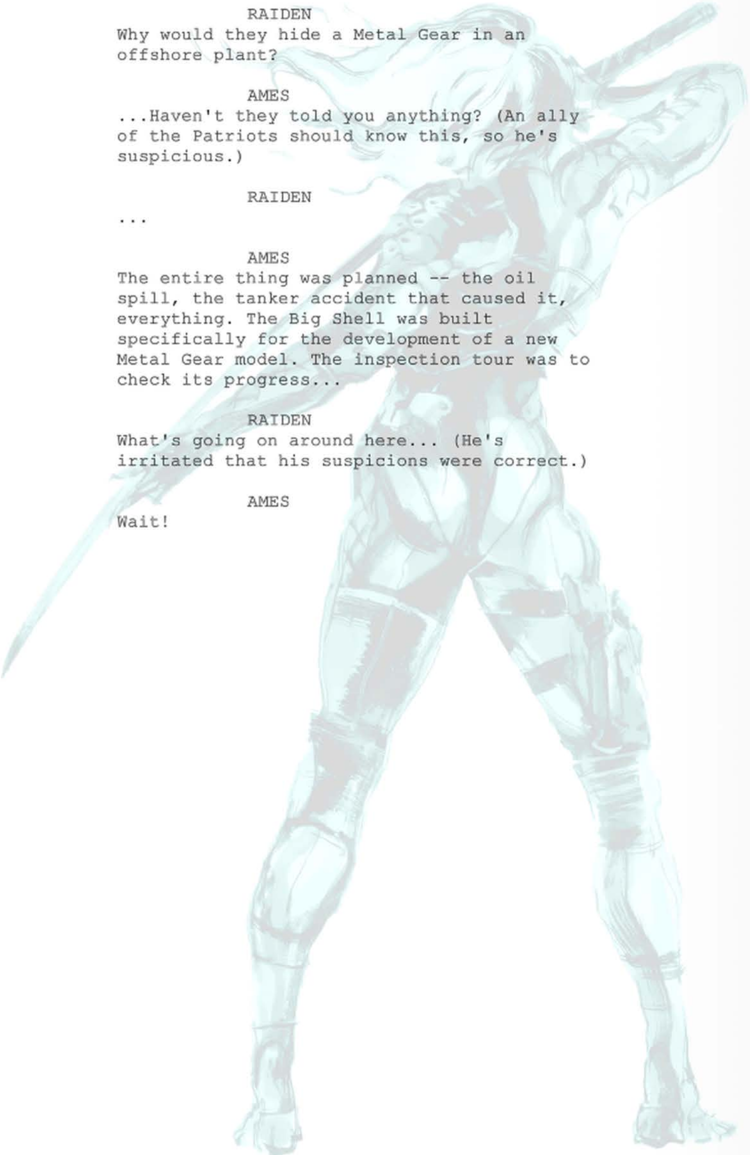
AMES
...Haven't they told you anything? (An ally of the Patriots should know this, so he's suspicious.)

RAIDEN
...

AMES
The entire thing was planned -- the oil spill, the tanker accident that caused it, everything. The Big Shell was built specifically for the development of a new Metal Gear model. The inspection tour was to check its progress...

RAIDEN
What's going on around here... (He's irritated that his suspicions were correct.)

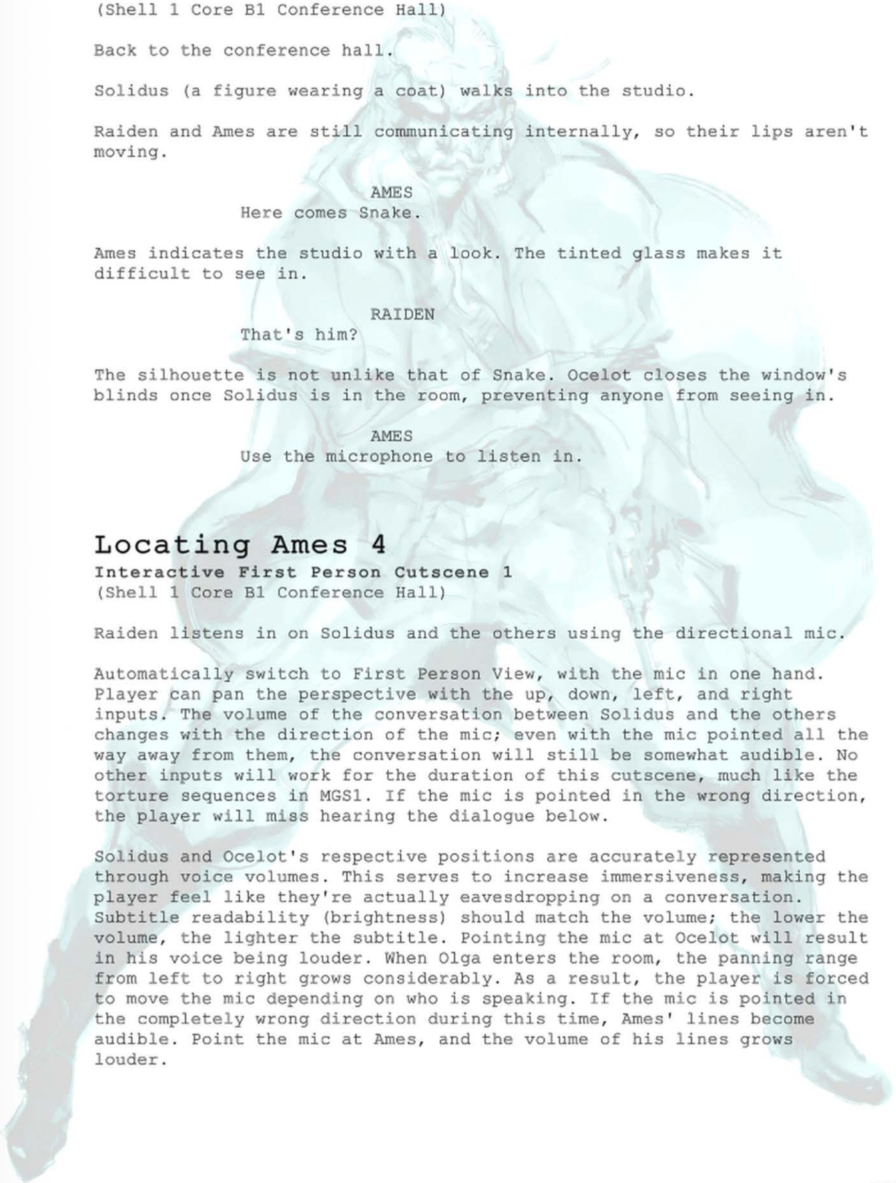
AMES
Wait!



Locating Ames 3

3D Cutscene 2

(Shell 1 Core B1 Conference Hall)



Back to the conference hall.

Solidus (a figure wearing a coat) walks into the studio.

Raiden and Ames are still communicating internally, so their lips aren't moving.

AMES
Here comes Snake.

Ames indicates the studio with a look. The tinted glass makes it difficult to see in.

RAIDEN
That's him?

The silhouette is not unlike that of Snake. Ocelot closes the window's blinds once Solidus is in the room, preventing anyone from seeing in.

AMES
Use the microphone to listen in.

Locating Ames 4

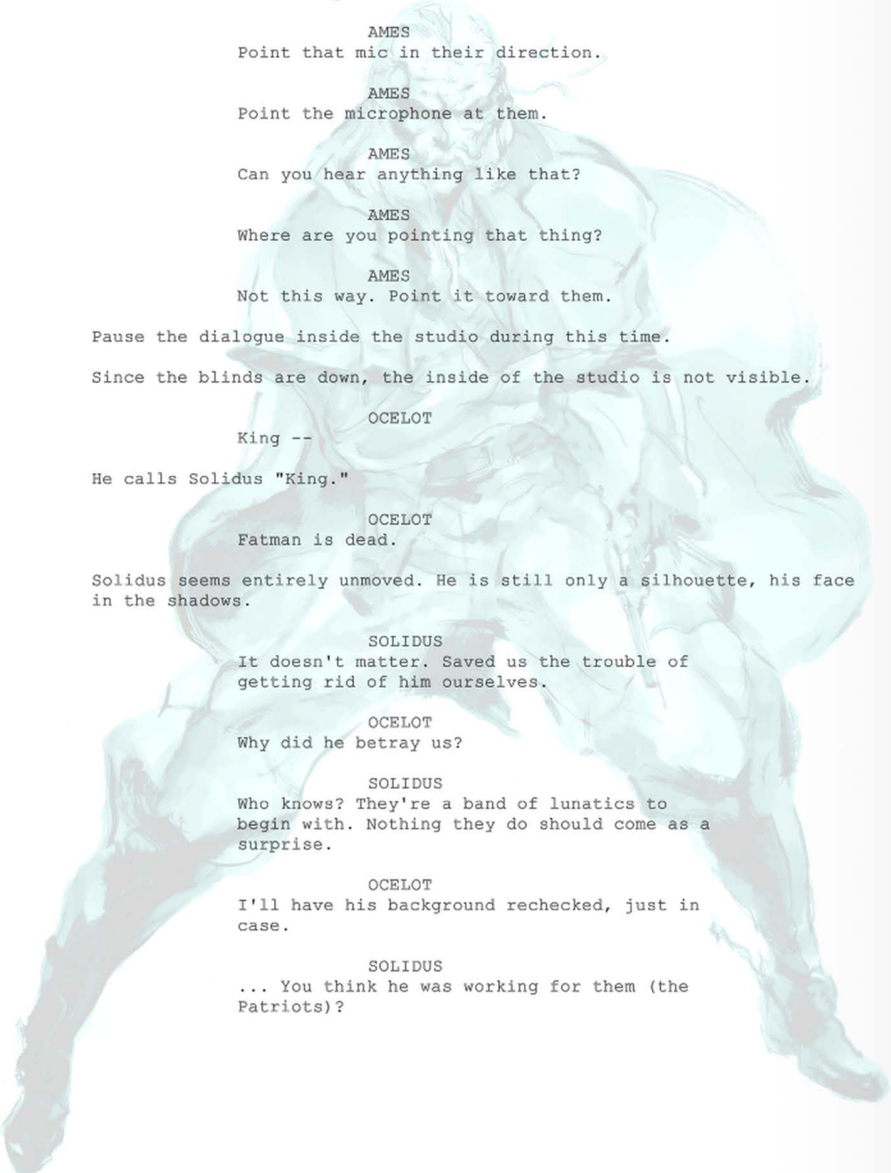
Interactive First Person Cutscene 1

(Shell 1 Core B1 Conference Hall)

Raiden listens in on Solidus and the others using the directional mic.

Automatically switch to First Person View, with the mic in one hand. Player can pan the perspective with the up, down, left, and right inputs. The volume of the conversation between Solidus and the others changes with the direction of the mic; even with the mic pointed all the way away from them, the conversation will still be somewhat audible. No other inputs will work for the duration of this cutscene, much like the torture sequences in MGS1. If the mic is pointed in the wrong direction, the player will miss hearing the dialogue below.

Solidus and Ocelot's respective positions are accurately represented through voice volumes. This serves to increase immersiveness, making the player feel like they're actually eavesdropping on a conversation. Subtitle readability (brightness) should match the volume; the lower the volume, the lighter the subtitle. Pointing the mic at Ocelot will result in his voice being louder. When Olga enters the room, the panning range from left to right grows considerably. As a result, the player is forced to move the mic depending on who is speaking. If the mic is pointed in the completely wrong direction during this time, Ames' lines become audible. Point the mic at Ames, and the volume of his lines grows louder.



AMES
Make sure you catch their conversation! Point the microphone at them!

AMES
Point that mic in their direction.

AMES
Point the microphone at them.

AMES
Can you hear anything like that?

AMES
Where are you pointing that thing?

AMES
Not this way. Point it toward them.

Pause the dialogue inside the studio during this time.

Since the blinds are down, the inside of the studio is not visible.

OCELOT
King --

He calls Solidus "King."

OCELOT
Fatman is dead.

Solidus seems entirely unmoved. He is still only a silhouette, his face in the shadows.

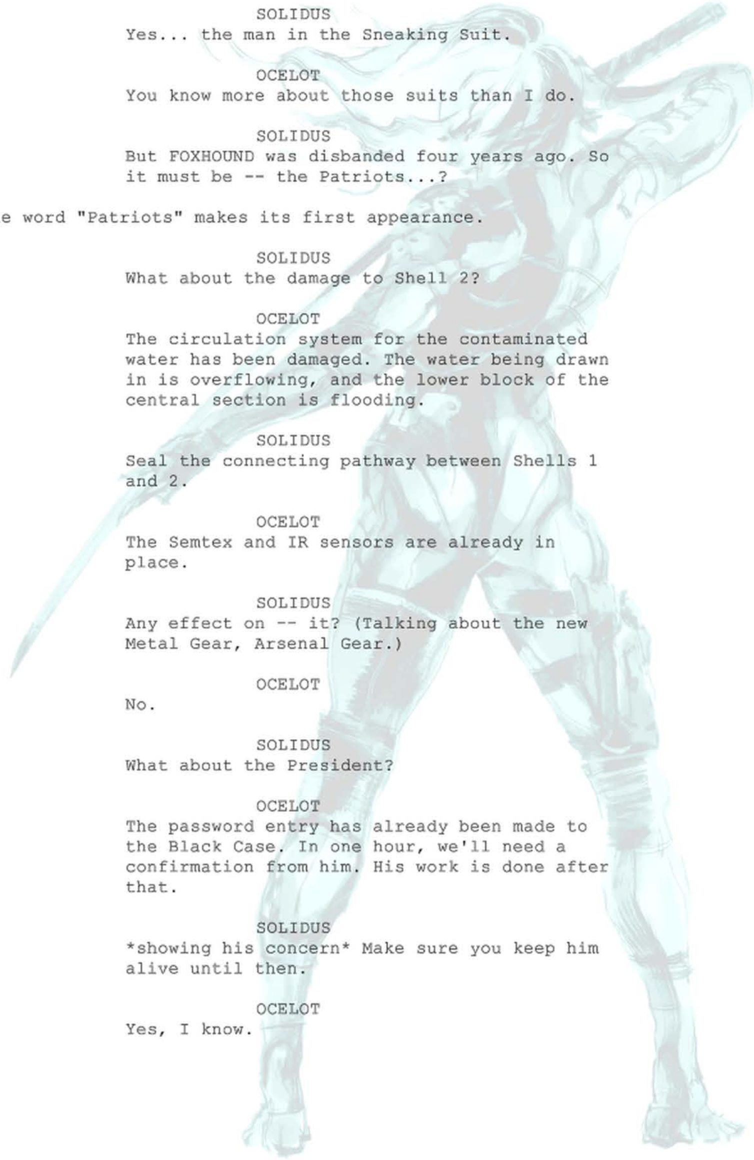
SOLIDUS
It doesn't matter. Saved us the trouble of getting rid of him ourselves.

OCELOT
Why did he betray us?

SOLIDUS
Who knows? They're a band of lunatics to begin with. Nothing they do should come as a surprise.

OCELOT
I'll have his background rechecked, just in case.

SOLIDUS
... You think he was working for them (the Patriots)?



OCELOT
We can't discount the possibility. Especially with that intruder still at large.

SOLIDUS
Yes... the man in the Sneaking Suit.

OCELOT
You know more about those suits than I do.

SOLIDUS
But FOXHOUND was disbanded four years ago. So it must be -- the Patriots...?

The word "Patriots" makes its first appearance.

SOLIDUS
What about the damage to Shell 2?

OCELOT
The circulation system for the contaminated water has been damaged. The water being drawn in is overflowing, and the lower block of the central section is flooding.

SOLIDUS
Seal the connecting pathway between Shells 1 and 2.

OCELOT
The Semtex and IR sensors are already in place.

SOLIDUS
Any effect on -- it? (Talking about the new Metal Gear, Arsenal Gear.)

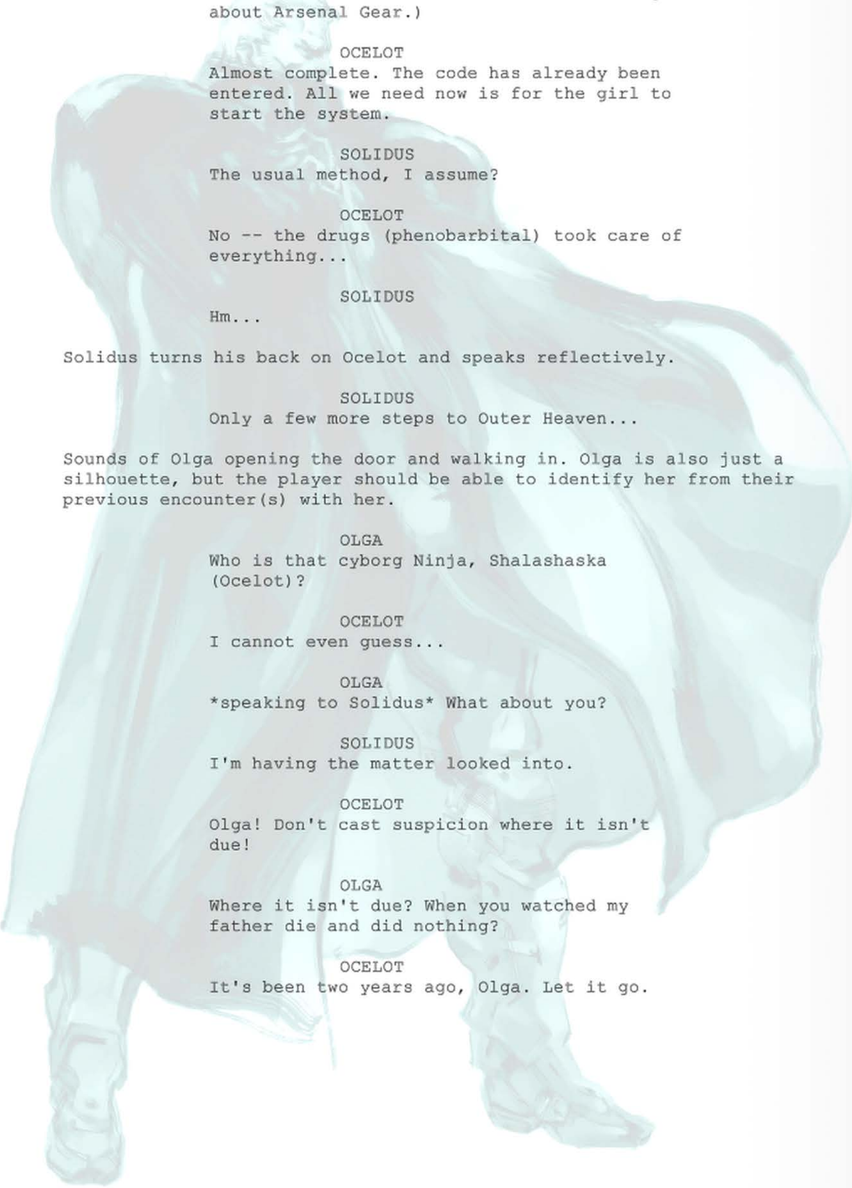
OCELOT
No.

SOLIDUS
What about the President?

OCELOT
The password entry has already been made to the Black Case. In one hour, we'll need a confirmation from him. His work is done after that.

SOLIDUS
showing his concern Make sure you keep him alive until then.

OCELOT
Yes, I know.



SOLIDUS

What about the unit's activation? (Talking about Arsenal Gear.)

OCELOT

Almost complete. The code has already been entered. All we need now is for the girl to start the system.

SOLIDUS

The usual method, I assume?

OCELOT

No -- the drugs (phenobarbital) took care of everything...

SOLIDUS

Hm...

Solidus turns his back on Ocelot and speaks reflectively.

SOLIDUS

Only a few more steps to Outer Heaven...

Sounds of Olga opening the door and walking in. Olga is also just a silhouette, but the player should be able to identify her from their previous encounter(s) with her.

OLGA

Who is that cyborg Ninja, Shalashaska (Ocelot)?

OCELOT

I cannot even guess...

OLGA

speaking to Solidus What about you?

SOLIDUS

I'm having the matter looked into.

OCELOT

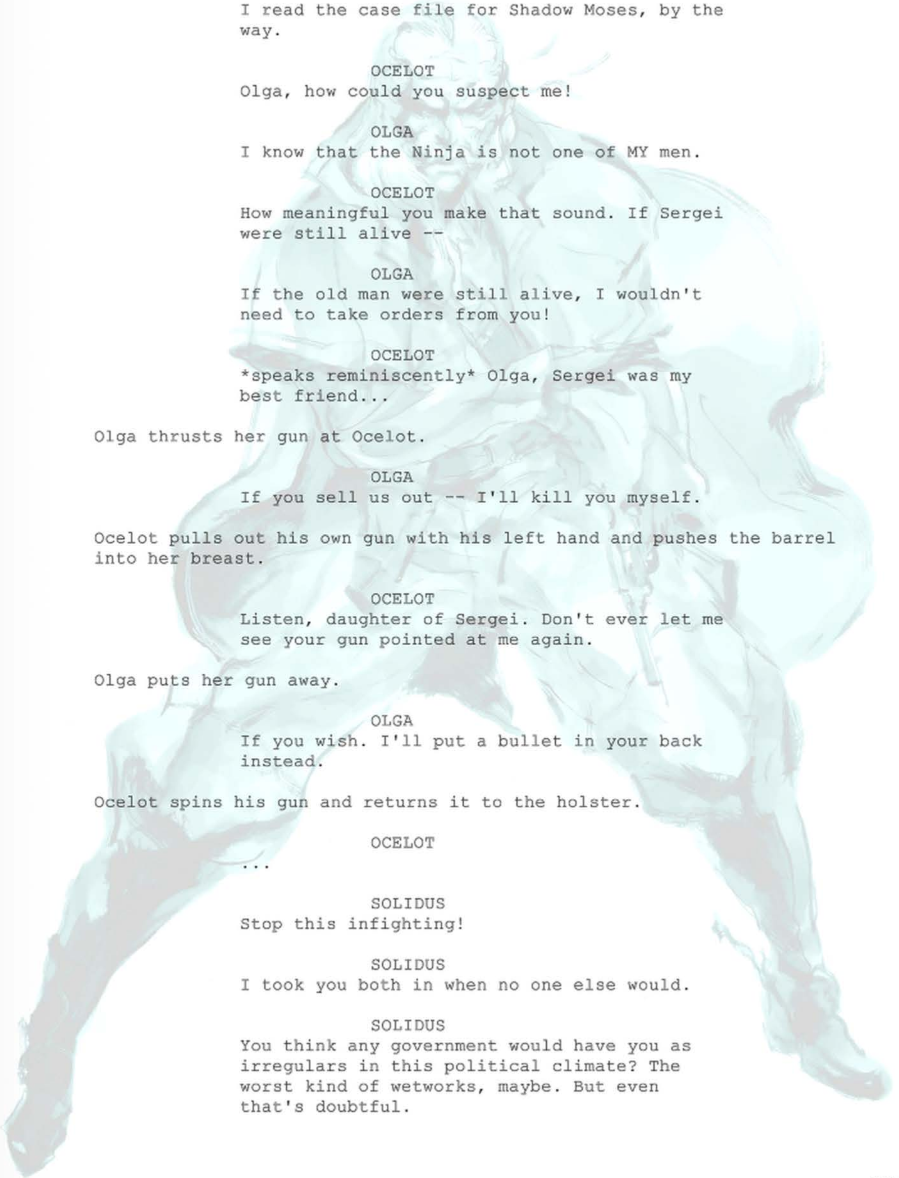
Olga! Don't cast suspicion where it isn't due!

OLGA

Where it isn't due? When you watched my father die and did nothing?

OCELOT

It's been two years ago, Olga. Let it go.



Olga speaks sarcastically to Ocelot.

OLGA

I read the case file for Shadow Moses, by the way.

OCELOT

Olga, how could you suspect me!

OLGA

I know that the Ninja is not one of MY men.

OCELOT

How meaningful you make that sound. If Sergei were still alive --

OLGA

If the old man were still alive, I wouldn't need to take orders from you!

OCELOT

speaks reminiscently Olga, Sergei was my best friend...

Olga thrusts her gun at Ocelot.

OLGA

If you sell us out -- I'll kill you myself.

Ocelot pulls out his own gun with his left hand and pushes the barrel into her breast.

OCELOT

Listen, daughter of Sergei. Don't ever let me see your gun pointed at me again.

Olga puts her gun away.

OLGA

If you wish. I'll put a bullet in your back instead.

Ocelot spins his gun and returns it to the holster.

OCELOT

...

SOLIDUS

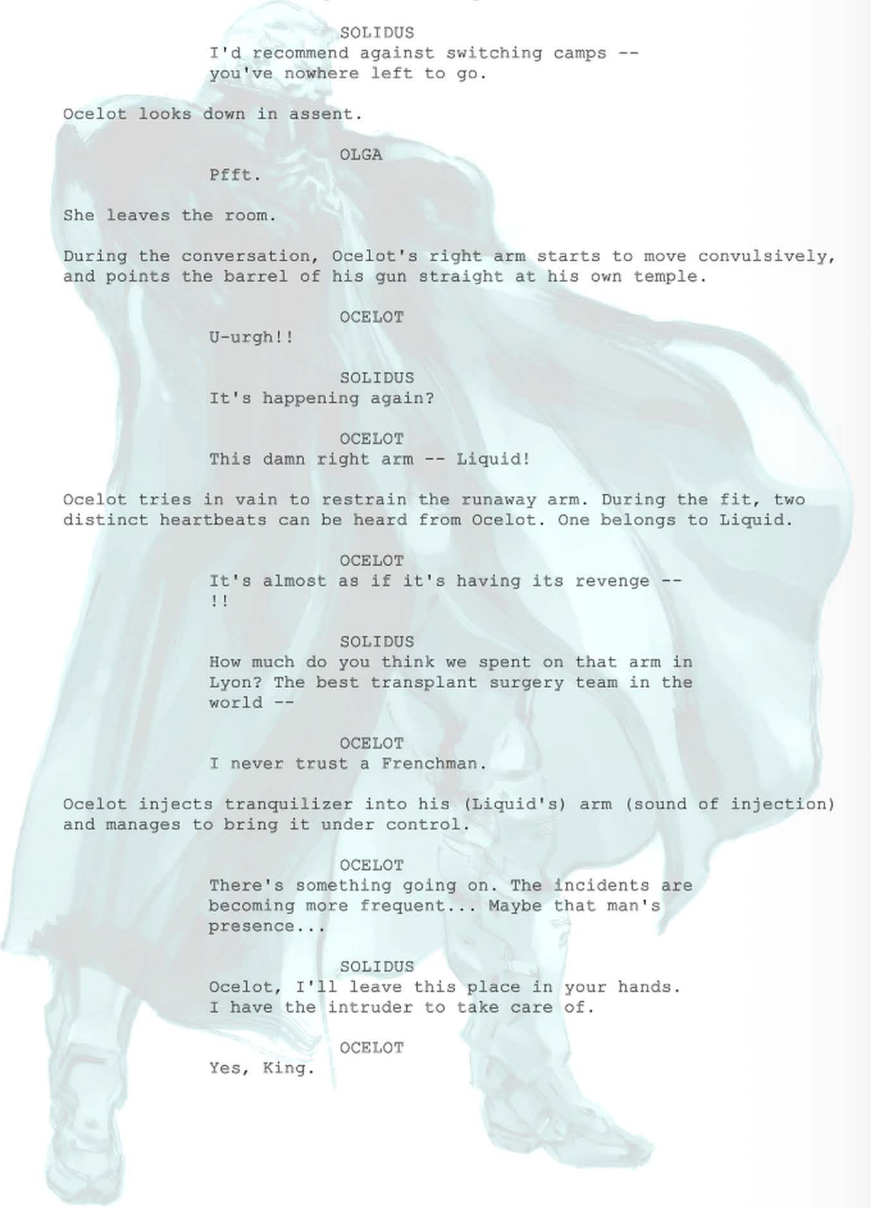
Stop this infighting!

SOLIDUS

I took you both in when no one else would.

SOLIDUS

You think any government would have you as irregulars in this political climate? The worst kind of wetworks, maybe. But even that's doubtful.



He reminds Ocelot and Olga of some very relevant information.

SOLIDUS
I'd recommend against switching camps --
you've nowhere left to go.

Ocelot looks down in assent.

OLGA
Pfft.

She leaves the room.

During the conversation, Ocelot's right arm starts to move convulsively, and points the barrel of his gun straight at his own temple.

OCELOT
U-urgh!!

SOLIDUS
It's happening again?

OCELOT
This damn right arm -- Liquid!

Ocelot tries in vain to restrain the runaway arm. During the fit, two distinct heartbeats can be heard from Ocelot. One belongs to Liquid.

OCELOT
It's almost as if it's having its revenge --
!!

SOLIDUS
How much do you think we spent on that arm in
Lyon? The best transplant surgery team in the
world --

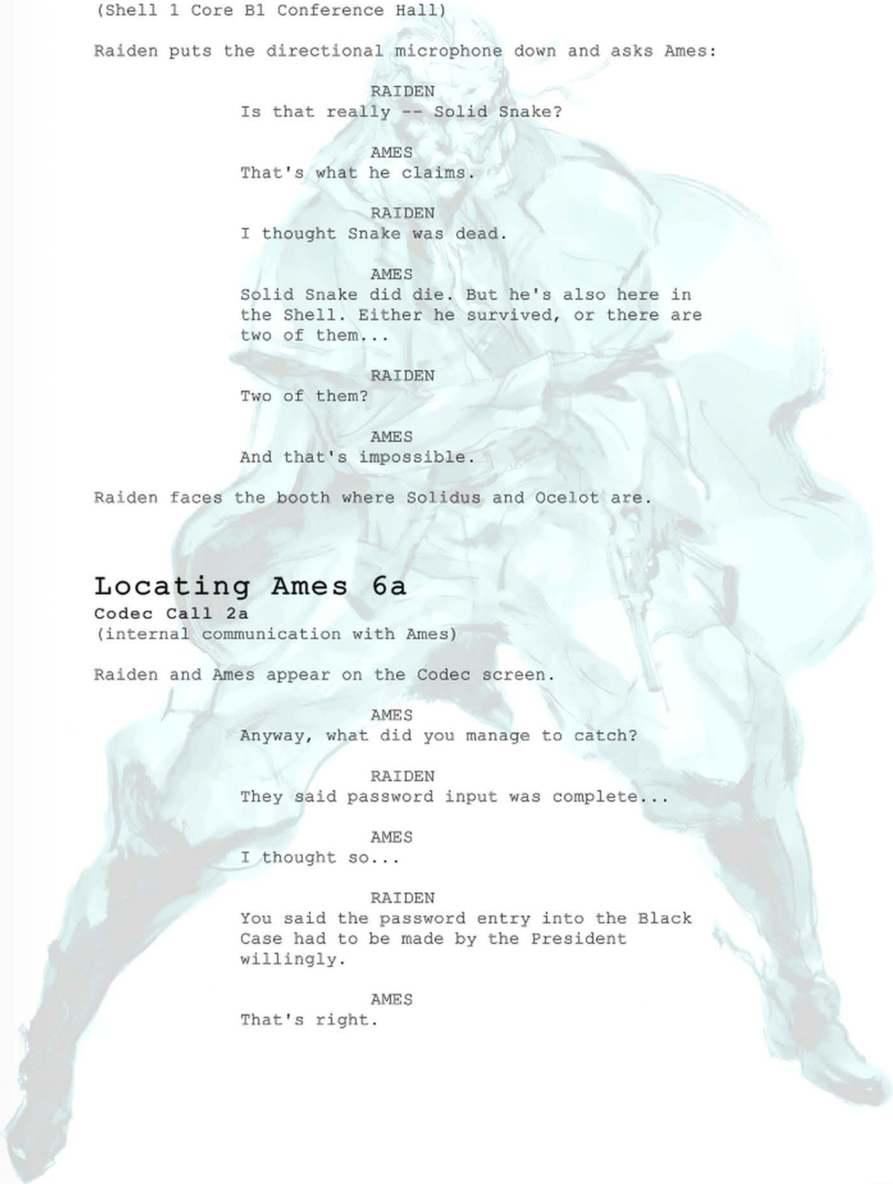
OCELOT
I never trust a Frenchman.

Ocelot injects tranquilizer into his (Liquid's) arm (sound of injection) and manages to bring it under control.

OCELOT
There's something going on. The incidents are
becoming more frequent... Maybe that man's
presence...

SOLIDUS
Ocelot, I'll leave this place in your hands.
I have the intruder to take care of.

OCELOT
Yes, King.



Locating Ames 5

3D Cutscene 3

(Shell 1 Core B1 Conference Hall)

Raiden puts the directional microphone down and asks Ames:

RAIDEN

Is that really -- Solid Snake?

AMES

That's what he claims.

RAIDEN

I thought Snake was dead.

AMES

Solid Snake did die. But he's also here in the Shell. Either he survived, or there are two of them...

RAIDEN

Two of them?

AMES

And that's impossible.

Raiden faces the booth where Solidus and Ocelot are.

Locating Ames 6a

Codec Call 2a

(internal communication with Ames)

Raiden and Ames appear on the Codec screen.

AMES

Anyway, what did you manage to catch?

RAIDEN

They said password input was complete...

AMES

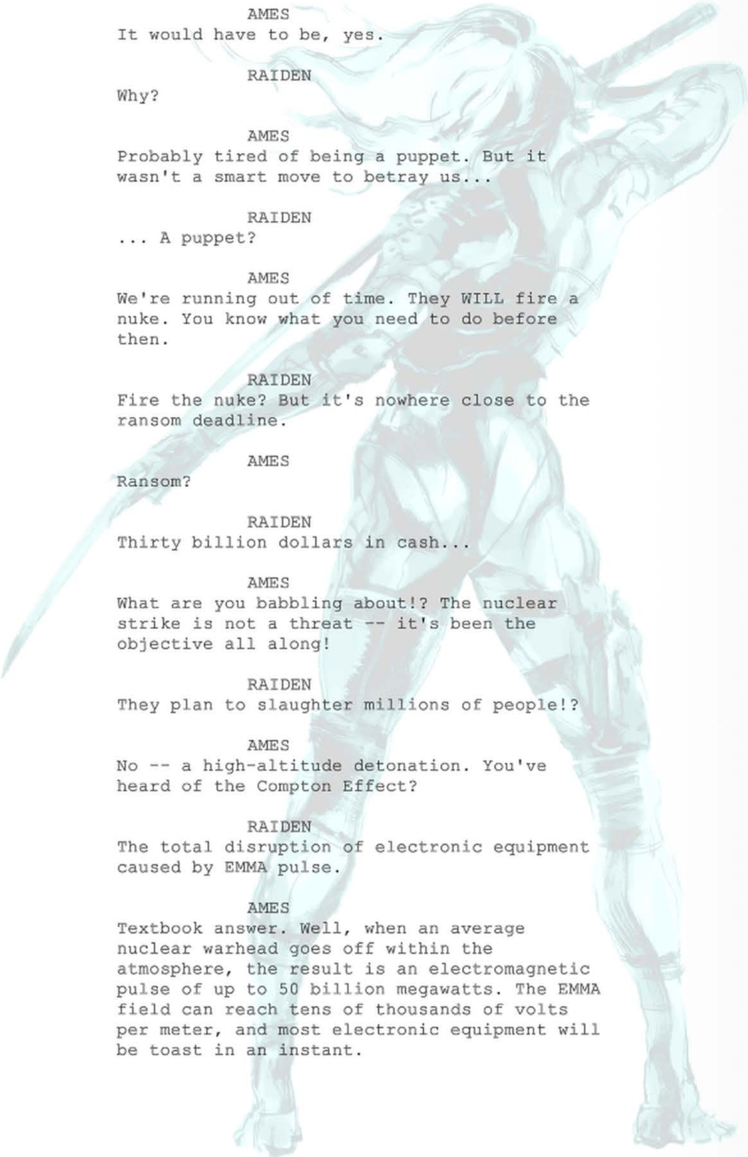
I thought so...

RAIDEN

You said the password entry into the Black Case had to be made by the President willingly.

AMES

That's right.



RAIDEN

So this means the President is cooperating with them?

AMES

It would have to be, yes.

RAIDEN

Why?

AMES

Probably tired of being a puppet. But it wasn't a smart move to betray us...

RAIDEN

... A puppet?

AMES

We're running out of time. They WILL fire a nuke. You know what you need to do before then.

RAIDEN

Fire the nuke? But it's nowhere close to the ransom deadline.

AMES

Ransom?

RAIDEN

Thirty billion dollars in cash...

AMES

What are you babbling about!? The nuclear strike is not a threat -- it's been the objective all along!

RAIDEN

They plan to slaughter millions of people!?

AMES

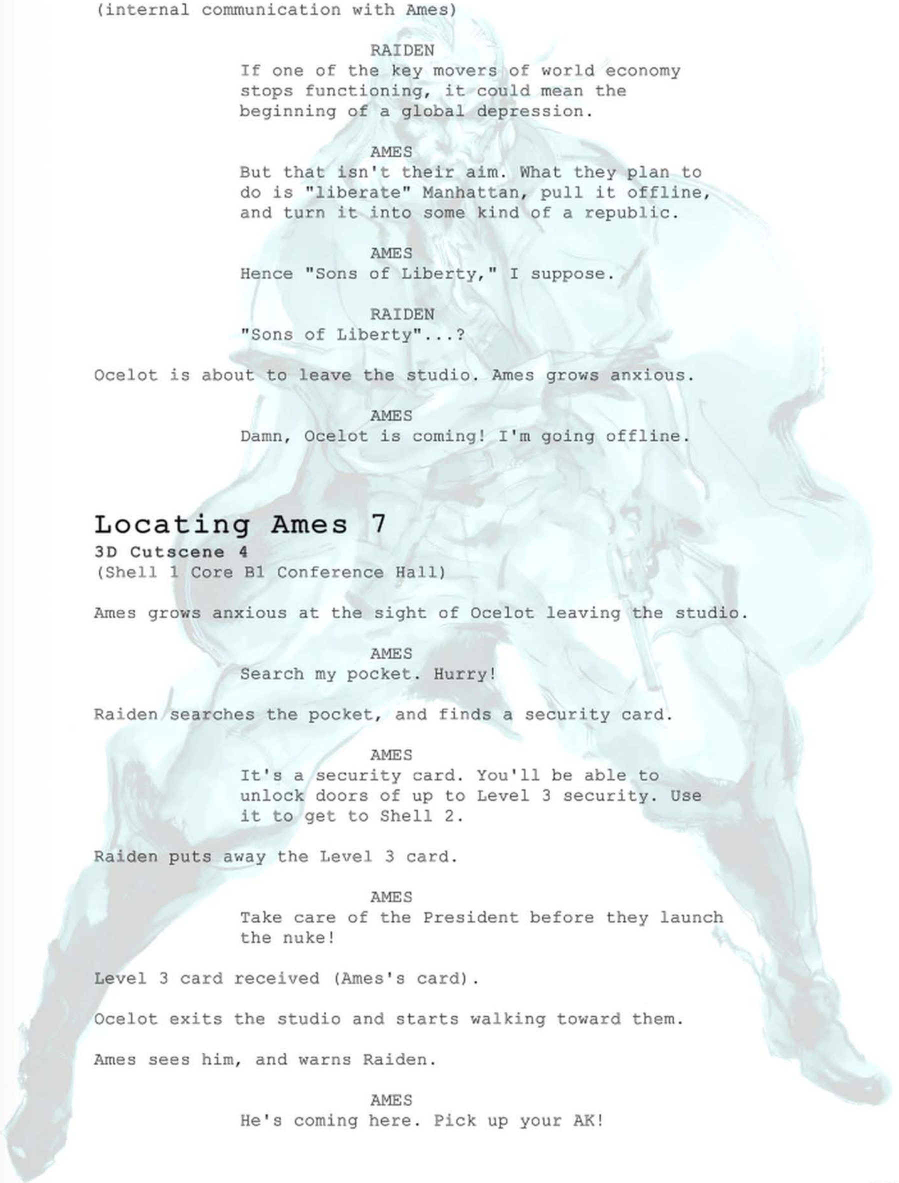
No -- a high-altitude detonation. You've heard of the Compton Effect?

RAIDEN

The total disruption of electronic equipment caused by EMMA pulse.

AMES

Textbook answer. Well, when an average nuclear warhead goes off within the atmosphere, the result is an electromagnetic pulse of up to 50 billion megawatts. The EMMA field can reach tens of thousands of volts per meter, and most electronic equipment will be toast in an instant.



Locating Ames 6b

Codec Call 2b

(internal communication with Ames)

RAIDEN

If one of the key movers of world economy stops functioning, it could mean the beginning of a global depression.

AMES

But that isn't their aim. What they plan to do is "liberate" Manhattan, pull it offline, and turn it into some kind of a republic.

AMES

Hence "Sons of Liberty," I suppose.

RAIDEN

"Sons of Liberty"...?

Ocelot is about to leave the studio. Ames grows anxious.

AMES

Damn, Ocelot is coming! I'm going offline.

Locating Ames 7

3D Cutscene 4

(Shell 1 Core B1 Conference Hall)

Ames grows anxious at the sight of Ocelot leaving the studio.

AMES

Search my pocket. Hurry!

Raiden searches the pocket, and finds a security card.

AMES

It's a security card. You'll be able to unlock doors of up to Level 3 security. Use it to get to Shell 2.

Raiden puts away the Level 3 card.

AMES

Take care of the President before they launch the nuke!

Level 3 card received (Ames's card).

Ocelot exits the studio and starts walking toward them.

Ames sees him, and warns Raiden.

AMES

He's coming here. Pick up your AK!

Locating Ames 8

Game 1

(Shell 1 Core B1 Conference Hall)

Real-time gameplay. The player must switch the mic for the AK before Ocelot arrives. Game changes to First Person View. The player can pan the camera, but they cannot move Raiden.

If they fail to switch to the AK before Ocelot arrives, Raiden will be unmasked and the game is over.

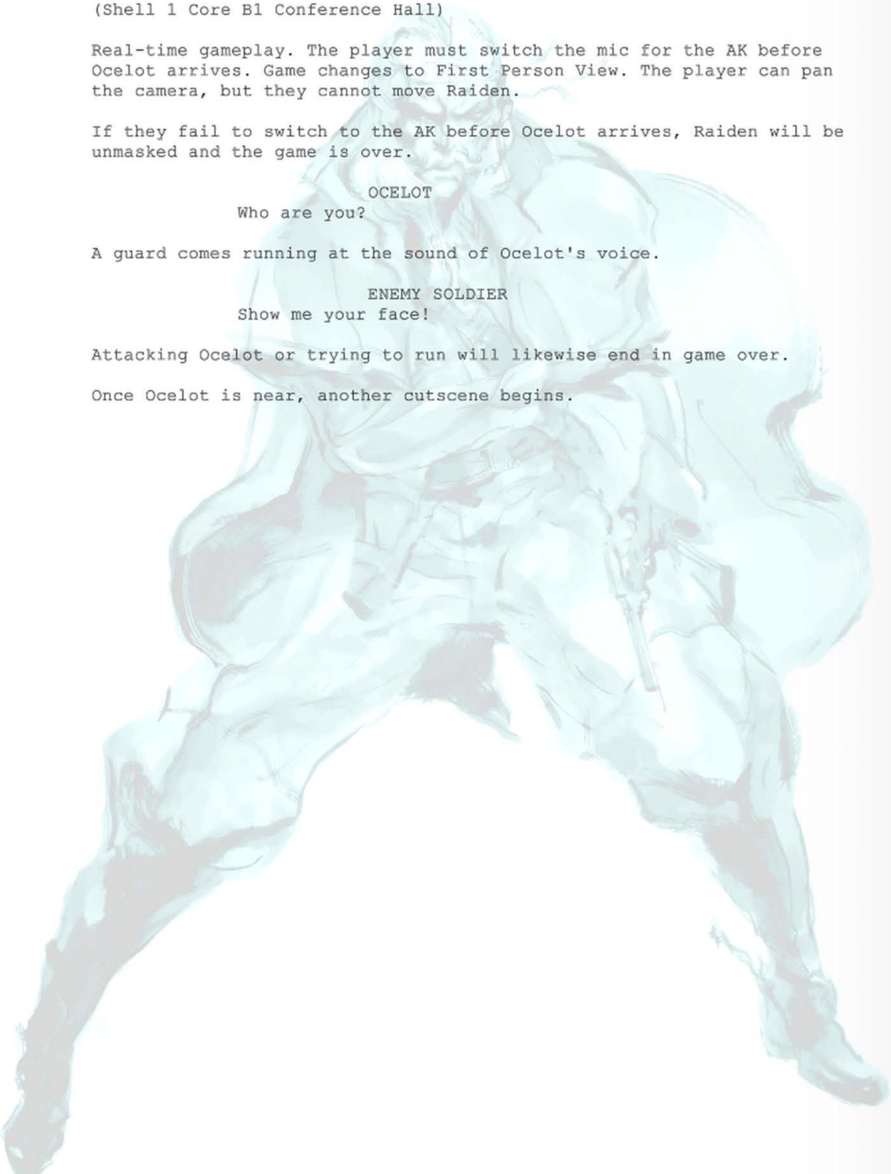
OCELOT
Who are you?

A guard comes running at the sound of Ocelot's voice.

ENEMY SOLDIER
Show me your face!

Attacking Ocelot or trying to run will likewise end in game over.

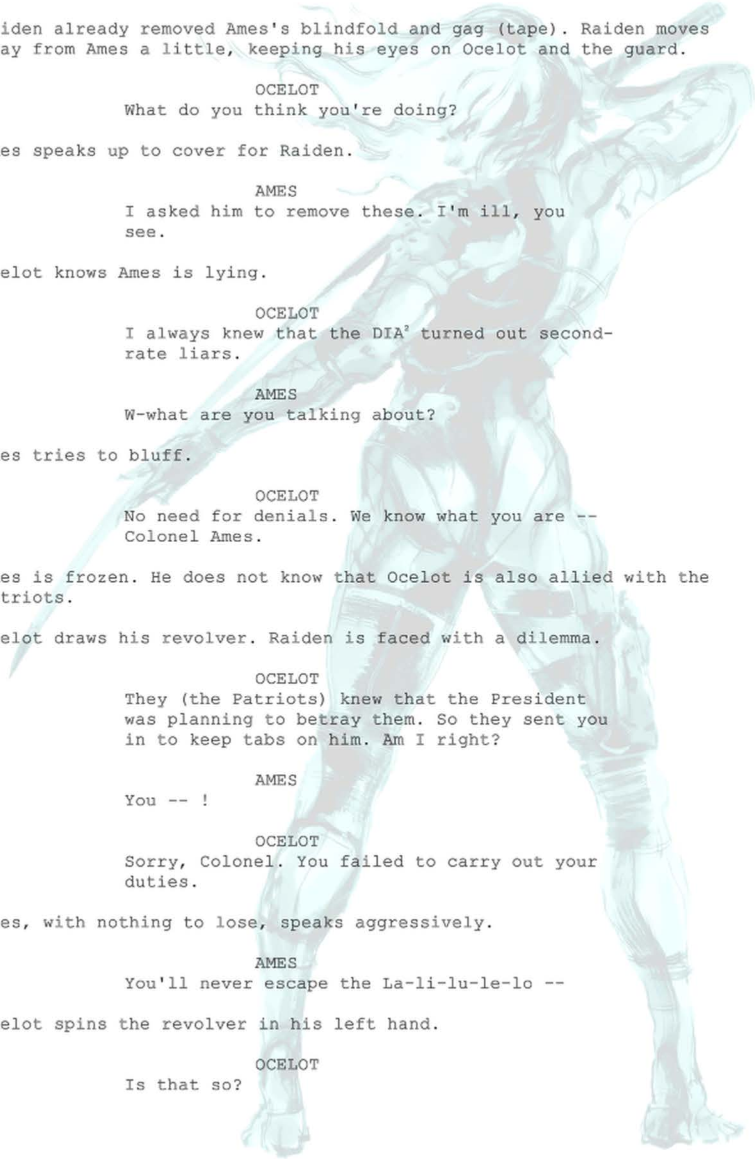
Once Ocelot is near, another cutscene begins.



Locating Ames 9

3D Cutscene 5

(Shell 1 Core B1 Conference Hall)



Raiden already removed Ames's blindfold and gag (tape). Raiden moves away from Ames a little, keeping his eyes on Ocelot and the guard.

OCELOT

What do you think you're doing?

Ames speaks up to cover for Raiden.

AMES

I asked him to remove these. I'm ill, you see.

Ocelot knows Ames is lying.

OCELOT

I always knew that the DIA[2] turned out second-rate liars.

AMES

W-what are you talking about?

Ames tries to bluff.

OCELOT

No need for denials. We know what you are -- Colonel Ames.

Ames is frozen. He does not know that Ocelot is also allied with the Patriots.

Ocelot draws his revolver. Raiden is faced with a dilemma.

OCELOT

They (the Patriots) knew that the President was planning to betray them. So they sent you in to keep tabs on him. Am I right?

AMES

You -- !

OCELOT

Sorry, Colonel. You failed to carry out your duties.

Ames, with nothing to lose, speaks aggressively.

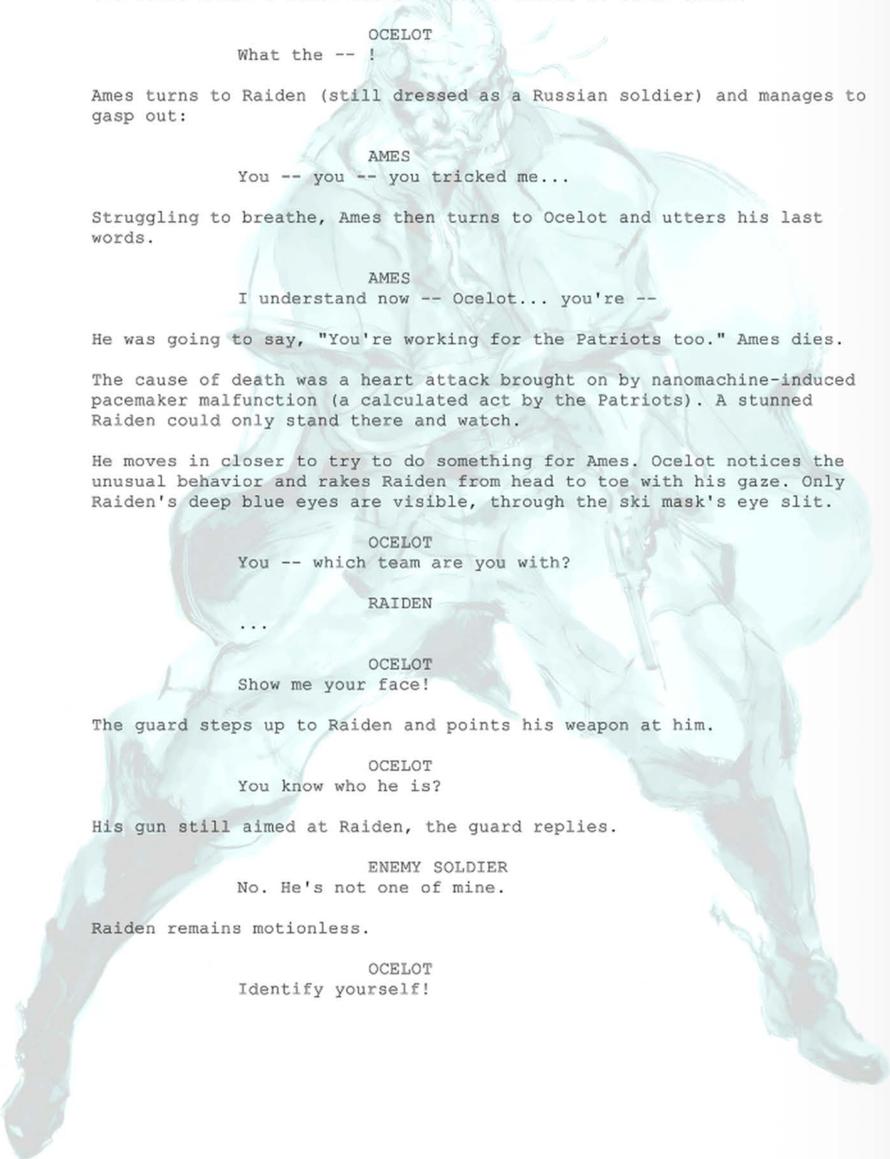
AMES

You'll never escape the La-li-lu-le-lo --

Ocelot spins the revolver in his left hand.

OCELOT

Is that so?



Ocelot points the revolver at Ames, but before he can pull the trigger, Ames starts to claw at his chest in agony! Raiden takes a few steps back from Ames. His convulsions as well as the scene in general is very like the DARPA Chief's death scene in MGS1. Ocelot is taken aback.

OCELOT
What the -- !

Ames turns to Raiden (still dressed as a Russian soldier) and manages to gasp out:

AMES
You -- you -- you tricked me...

Struggling to breathe, Ames then turns to Ocelot and utters his last words.

AMES
I understand now -- Ocelot... you're --

He was going to say, "You're working for the Patriots too." Ames dies.

The cause of death was a heart attack brought on by nanomachine-induced pacemaker malfunction (a calculated act by the Patriots). A stunned Raiden could only stand there and watch.

He moves in closer to try to do something for Ames. Ocelot notices the unusual behavior and rakes Raiden from head to toe with his gaze. Only Raiden's deep blue eyes are visible, through the ski mask's eye slit.

OCELOT
You -- which team are you with?

RAIDEN
...

OCELOT
Show me your face!

The guard steps up to Raiden and points his weapon at him.

OCELOT
You know who he is?

His gun still aimed at Raiden, the guard replies.

ENEMY SOLDIER
No. He's not one of mine.

Raiden remains motionless.

OCELOT
Identify yourself!

The guard pulls off Raiden's ski mask, and Raiden's blond hair falls out.

OCELOT
Hm, we meet at last...

Ocelot points his revolver at Raiden's forehead. Raiden stares ahead stoically, resignation in his eyes. But suddenly, the Ninja appears from overhead. The Ninja's sword is almost on Ocelot's left arm before the latter manages to swing it out the way.

The Ninja stands in front of Raiden.

The guard unleashes a burst of fire at the Ninja with his AK, but the Ninja deflects the bullets with its blade.

The rounds ricochet off of walls and the floor, and several of them find the hostages.

Hostages cry out! Ocelot restrains the soldiers.

HOSTAGE A-D
scream through their gags !

OCELOT
Hold your fire! We need the hostages alive!

The men stop firing.

NINJA
Hurry! Get away!

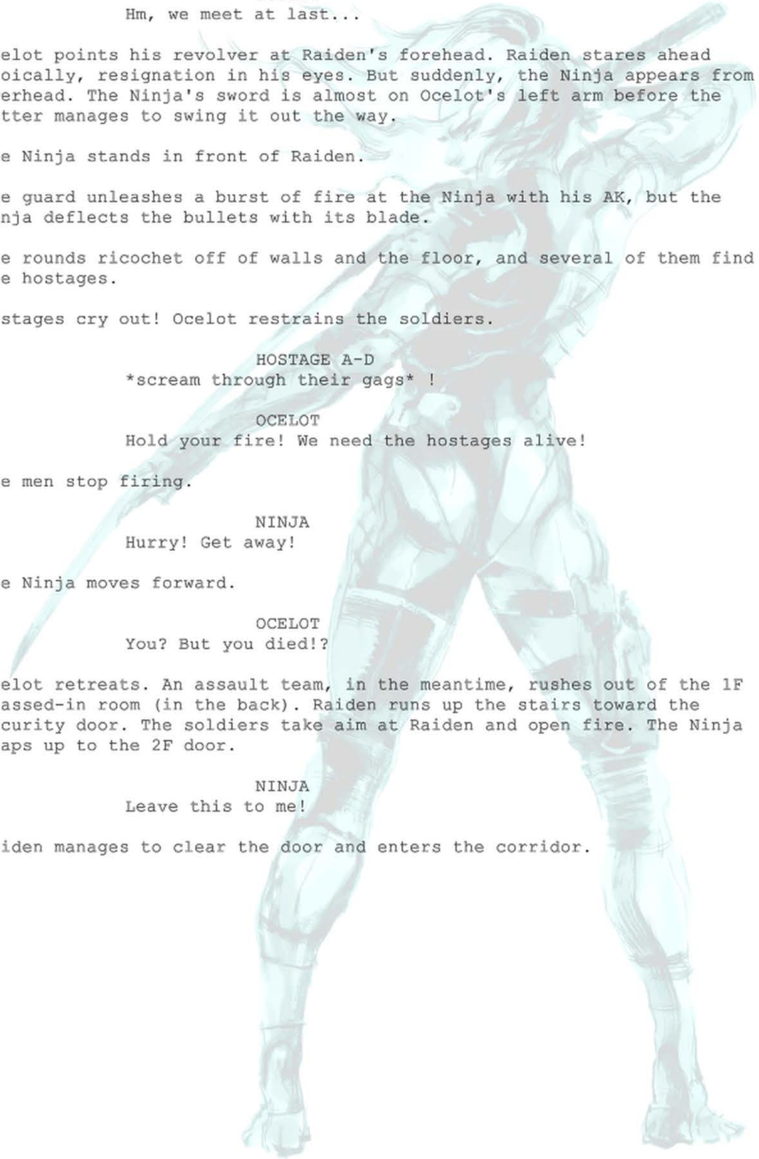
The Ninja moves forward.

OCELOT
You? But you died!?

Ocelot retreats. An assault team, in the meantime, rushes out of the 1F glassed-in room (in the back). Raiden runs up the stairs toward the security door. The soldiers take aim at Raiden and open fire. The Ninja leaps up to the 2F door.

NINJA
Leave this to me!

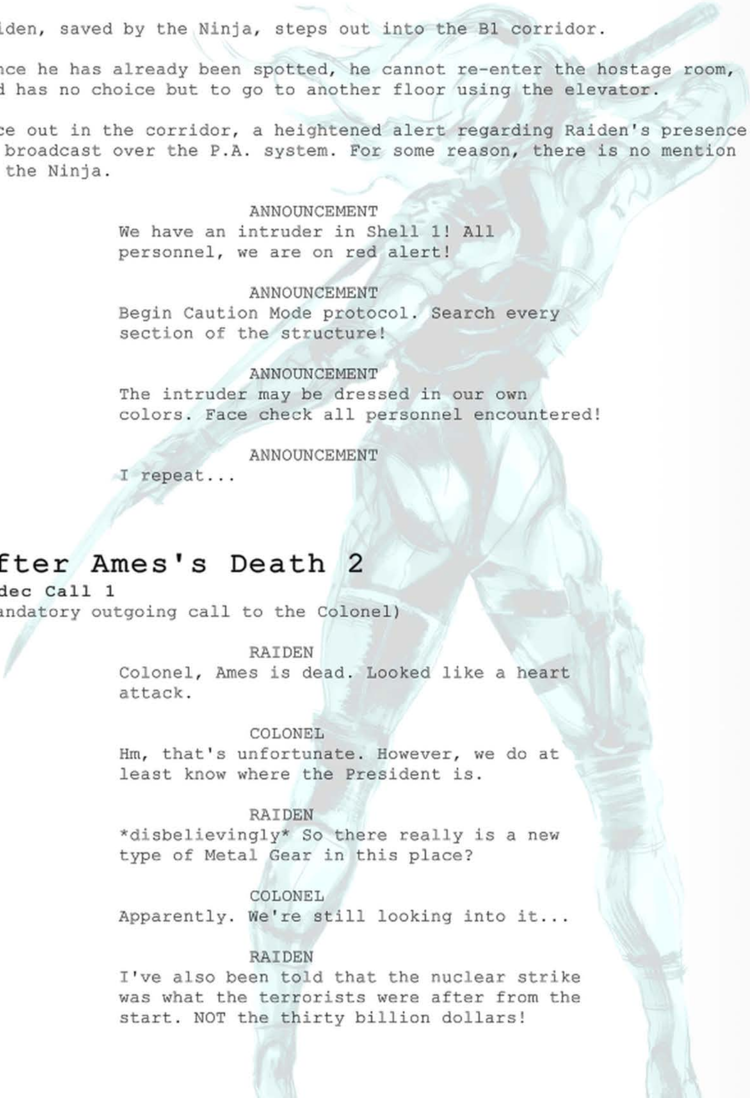
Raiden manages to clear the door and enters the corridor.



After Ames's Death 1

Game 1

(Shell 1 Core B1 Corridor)



Raiden, saved by the Ninja, steps out into the B1 corridor.

Since he has already been spotted, he cannot re-enter the hostage room, and has no choice but to go to another floor using the elevator.

Once out in the corridor, a heightened alert regarding Raiden's presence is broadcast over the P.A. system. For some reason, there is no mention of the Ninja.

ANNOUNCEMENT
We have an intruder in Shell 1! All personnel, we are on red alert!

ANNOUNCEMENT
Begin Caution Mode protocol. Search every section of the structure!

ANNOUNCEMENT
The intruder may be dressed in our own colors. Face check all personnel encountered!

ANNOUNCEMENT
I repeat...

After Ames's Death 2

Codec Call 1

(mandatory outgoing call to the Colonel)

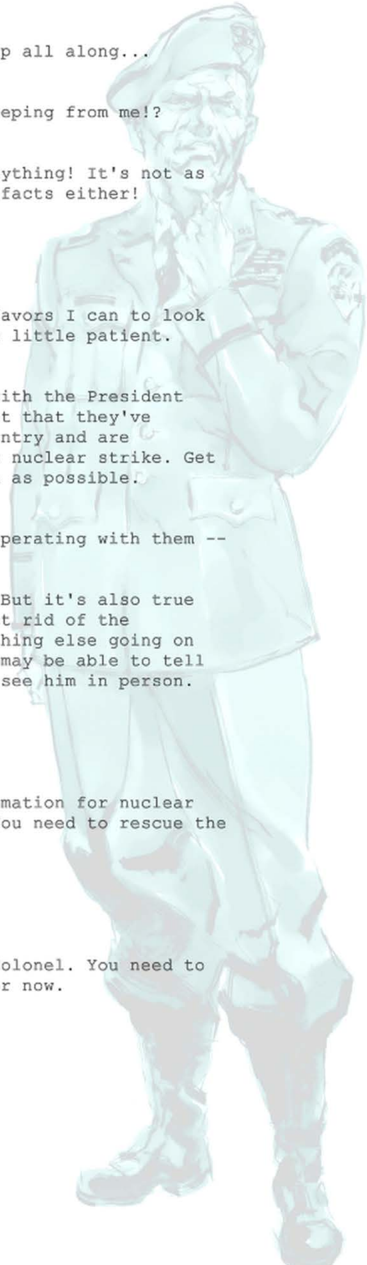
RAIDEN
Colonel, Ames is dead. Looked like a heart attack.

COLONEL
Hm, that's unfortunate. However, we do at least know where the President is.

RAIDEN
disbelievingly So there really is a new type of Metal Gear in this place?

COLONEL
Apparently. We're still looking into it...

RAIDEN
I've also been told that the nuclear strike was what the terrorists were after from the start. NOT the thirty billion dollars!



COLONEL
Chri--, it was a cover-up all along...

RAIDEN
Colonel! What are you keeping from me!?

COLONEL
I am not keeping back anything! It's not as though I'm told all the facts either!

RAIDEN
...

COLONEL
I'm pulling in all the favors I can to look into all this. Just be a little patient.

COLONEL
Our priority should be with the President right now. We can take it that they've completed the password entry and are preparing Metal Gear for nuclear strike. Get to the President as soon as possible.

RAIDEN
But the President is cooperating with them --

COLONEL
According to Ames, yes. But it's also true that they're about to get rid of the President. There's something else going on here, and the President may be able to tell you what it is when you see him in person.

RAIDEN
...

COLONEL
Once they get the confirmation for nuclear launch, they'll do it. You need to rescue the President before then.

RAIDEN
...

ROSE
Jack, I agree with the Colonel. You need to protect the President for now.

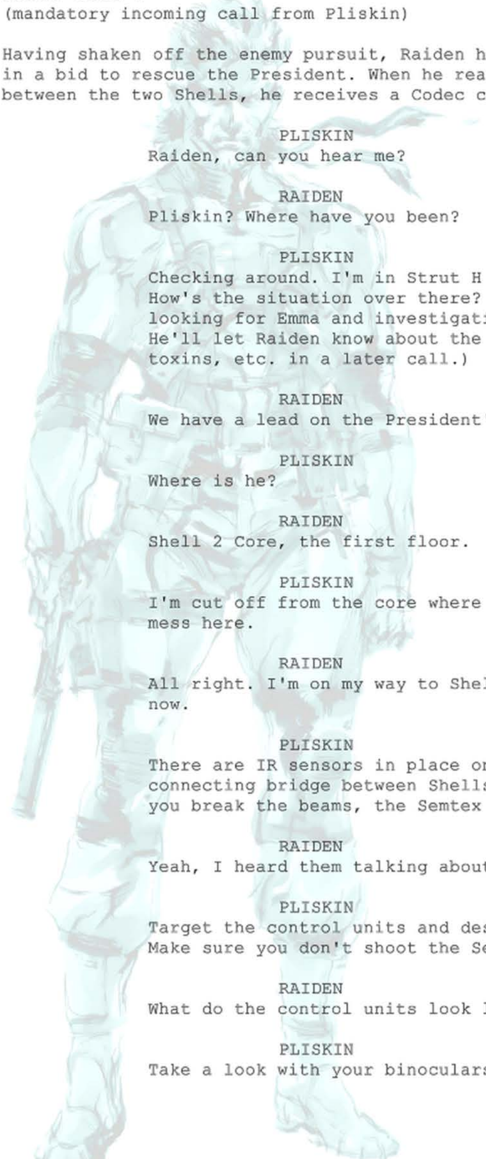
RAIDEN
All right...

Shell 1-2 Connecting Bridge 1

Codec Call 1

(mandatory incoming call from Pliskin)

Having shaken off the enemy pursuit, Raiden heads for the Shell 2 Core in a bid to rescue the President. When he reaches the connecting bridge between the two Shells, he receives a Codec call from Pliskin.



PLISKIN
Raiden, can you hear me?

RAIDEN
Pliskin? Where have you been?

PLISKIN
Checking around. I'm in Strut H right now. How's the situation over there? (He was looking for Emma and investigating the plant. He'll let Raiden know about the lack of toxins, etc. in a later call.)

RAIDEN
We have a lead on the President's location.

PLISKIN
Where is he?

RAIDEN
Shell 2 Core, the first floor.

PLISKIN
I'm cut off from the core where I am. It's a mess here.

RAIDEN
All right. I'm on my way to Shell 2 right now.

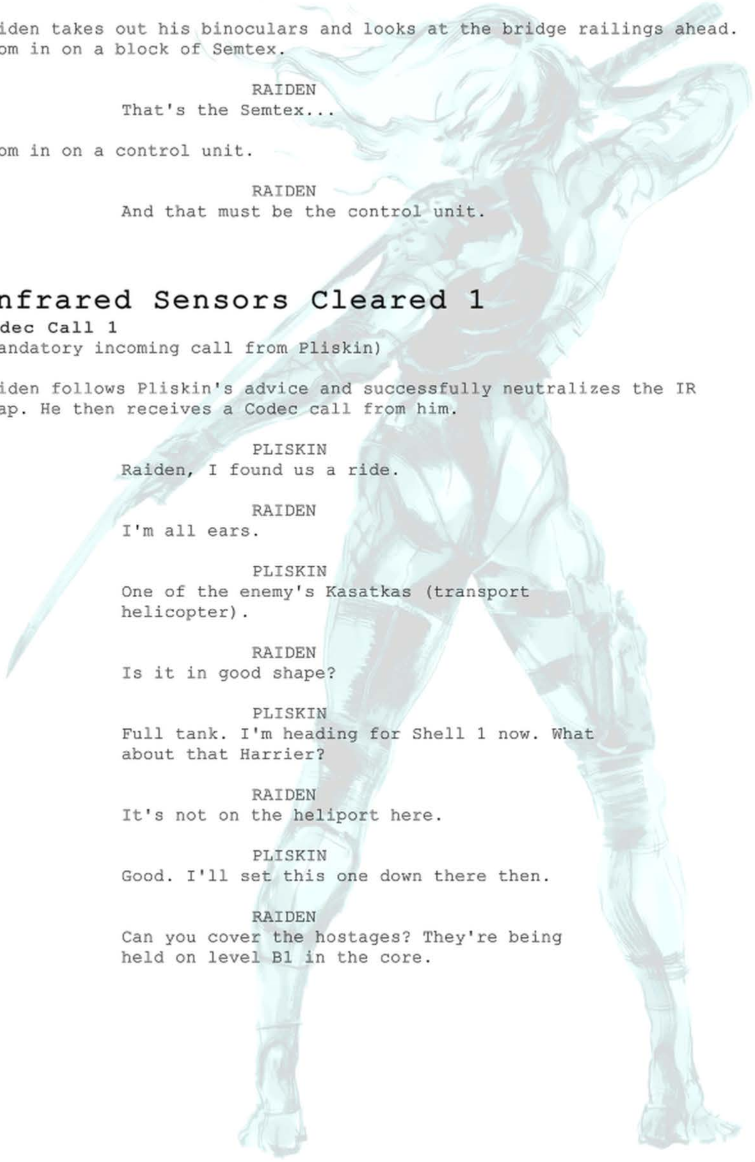
PLISKIN
There are IR sensors in place on the connecting bridge between Shells 1 and 2. If you break the beams, the Semtex will go off.

RAIDEN
Yeah, I heard them talking about that.

PLISKIN
Target the control units and destroy them. Make sure you don't shoot the Semtex.

RAIDEN
What do the control units look like?

PLISKIN
Take a look with your binoculars.



Shell 1-2 Connecting Bridge 2

In-Game Sequence 1

(Shell 1-2 Connecting Bridge)

Raiden takes out his binoculars and looks at the bridge railings ahead. Zoom in on a block of Semtex.

RAIDEN
That's the Semtex...

Zoom in on a control unit.

RAIDEN
And that must be the control unit.

Infrared Sensors Cleared 1

Codec Call 1

(mandatory incoming call from Pliskin)

Raiden follows Pliskin's advice and successfully neutralizes the IR trap. He then receives a Codec call from him.

PLISKIN
Raiden, I found us a ride.

RAIDEN
I'm all ears.

PLISKIN
One of the enemy's Kasatkas (transport helicopter).

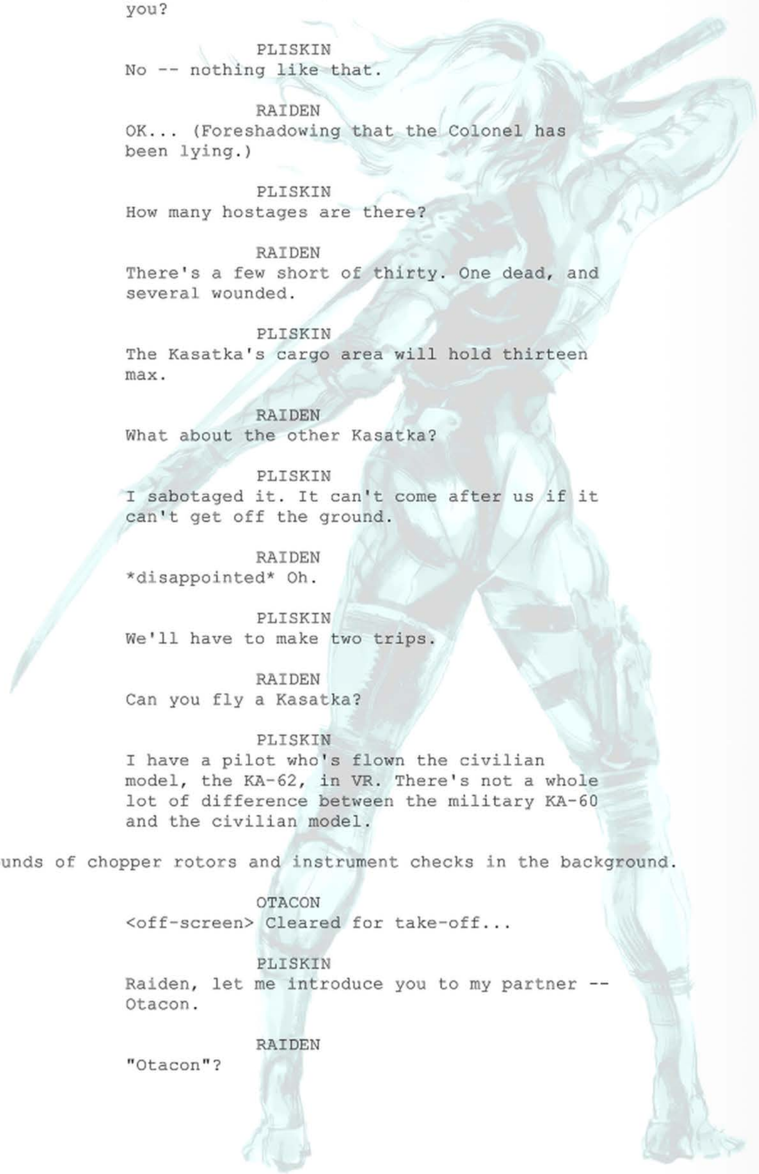
RAIDEN
Is it in good shape?

PLISKIN
Full tank. I'm heading for Shell 1 now. What about that Harrier?

RAIDEN
It's not on the heliport here.

PLISKIN
Good. I'll set this one down there then.

RAIDEN
Can you cover the hostages? They're being held on level B1 in the core.



RAIDEN
Pliskin, you didn't happen to find any other places where hostages were being held, did you?

PLISKIN
No -- nothing like that.

RAIDEN
OK... (Foreshadowing that the Colonel has been lying.)

PLISKIN
How many hostages are there?

RAIDEN
There's a few short of thirty. One dead, and several wounded.

PLISKIN
The Kasatka's cargo area will hold thirteen max.

RAIDEN
What about the other Kasatka?

PLISKIN
I sabotaged it. It can't come after us if it can't get off the ground.

RAIDEN
disappointed Oh.

PLISKIN
We'll have to make two trips.

RAIDEN
Can you fly a Kasatka?

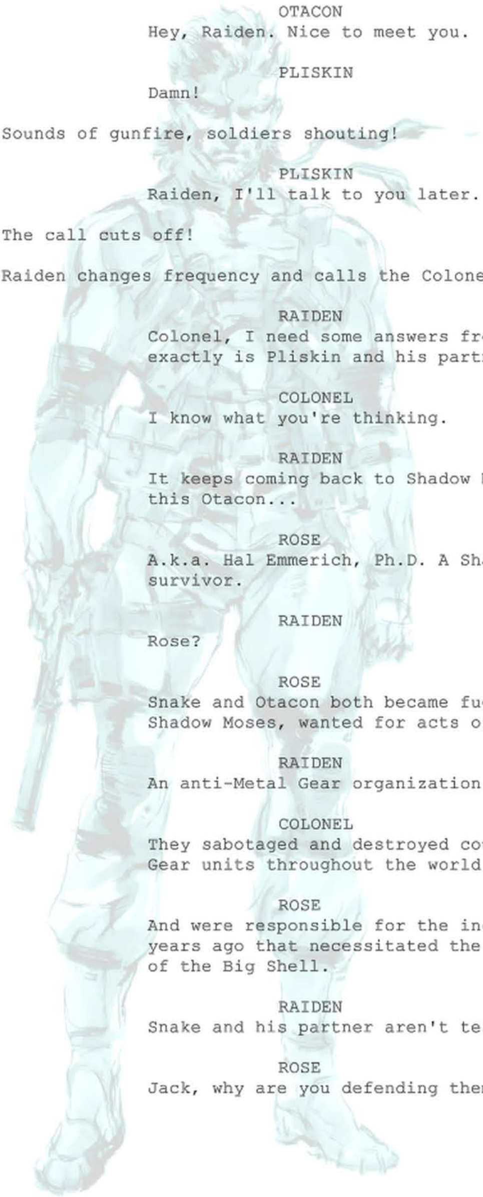
PLISKIN
I have a pilot who's flown the civilian model, the KA-62, in VR. There's not a whole lot of difference between the military KA-60 and the civilian model.

Sounds of chopper rotors and instrument checks in the background.

OTACON
<off-screen> Cleared for take-off...

PLISKIN
Raiden, let me introduce you to my partner -- Otacon.

RAIDEN
"Otacon"?



Otacon's face appears.

OTACON
Hey, Raiden. Nice to meet you.

PLISKIN
Damn!

Sounds of gunfire, soldiers shouting!

PLISKIN
Raiden, I'll talk to you later.

The call cuts off!

Raiden changes frequency and calls the Colonel (mandatory).

RAIDEN
Colonel, I need some answers from you. Who exactly is Pliskin and his partner?

COLONEL
I know what you're thinking.

RAIDEN
It keeps coming back to Shadow Moses. And now this Otacon...

ROSE
A.k.a. Hal Emmerich, Ph.D. A Shadow Moses survivor.

RAIDEN
Rose?

ROSE
Snake and Otacon both became fugitives after Shadow Moses, wanted for acts of terrorism.

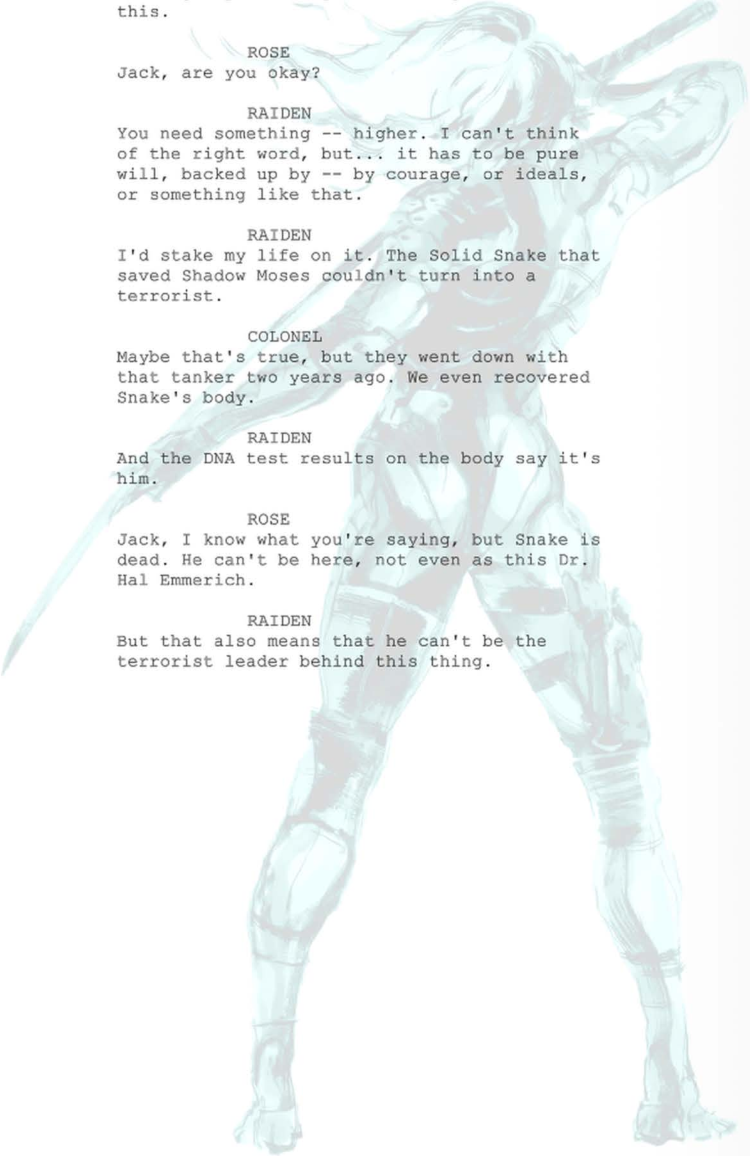
RAIDEN
An anti-Metal Gear organization...

COLONEL
They sabotaged and destroyed countless Metal Gear units throughout the world...

ROSE
And were responsible for the incident two years ago that necessitated the construction of the Big Shell.

RAIDEN
Snake and his partner aren't terrorists.

ROSE
Jack, why are you defending them?



RAIDEN
I look back on what I've done here so far and things like training and sense of duty alone won't get you through a sneaking mission like this.

ROSE
Jack, are you okay?

RAIDEN
You need something -- higher. I can't think of the right word, but... it has to be pure will, backed up by -- by courage, or ideals, or something like that.

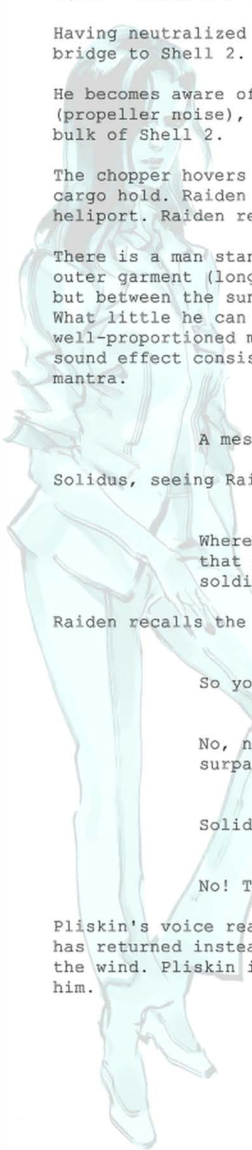
RAIDEN
I'd stake my life on it. The Solid Snake that saved Shadow Moses couldn't turn into a terrorist.

COLONEL
Maybe that's true, but they went down with that tanker two years ago. We even recovered Snake's body.

RAIDEN
And the DNA test results on the body say it's him.

ROSE
Jack, I know what you're saying, but Snake is dead. He can't be here, not even as this Dr. Hal Emmerich.

RAIDEN
But that also means that he can't be the terrorist leader behind this thing.



Enter the Harrier 1

3D Cutscene 1

((MC) - Shell 1-2 Connecting Bridge)

Having neutralized the IR sensors, Raiden is crossing the connecting bridge to Shell 2.

He becomes aware of the sound of a chopper taking off from Shell 2 (propeller noise), and looks up. A Kasatka rises skyward from behind the bulk of Shell 2.

The chopper hovers over the bridge, and Pliskin waves from the open cargo hold. Raiden watches as the helicopter heads for the Shell 1 heliport. Raiden returns his gaze to Shell 2.

There is a man standing in front of the access door. He wears a shiny outer garment (long leather coat). Raiden tries to get a better look, but between the sun and the shimmer of hot air, he can't make him out. What little he can see of the wavering image is that of a muscular, well-proportioned man. Playing over this entrance scene for Solidus is a sound effect consisting of past U.S. presidents recited in a sort of mantra.

MAN

A messenger from the Patriots!

Solidus, seeing Raiden in person for the first time, mutters.

MAN

Where do I -- know him from? (Foreshadowing that Solidus raised Raiden as a child soldier.)

Raiden recalls the man in the studio adjacent to the hostage room.

RAIDEN

So you're the boss around here.

MAN

No, not just around here. I'm the boss to surpass Big Boss himself...

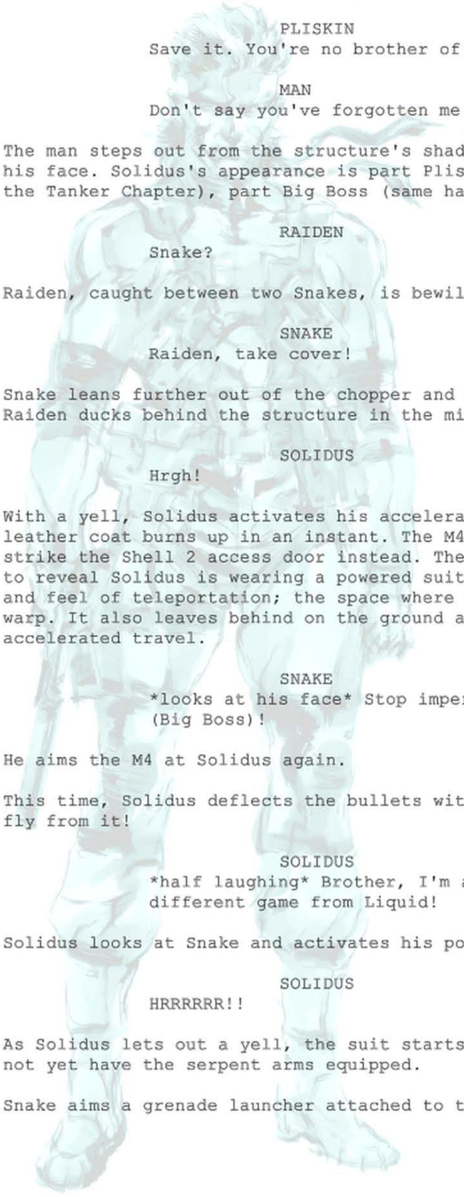
MAN

Solid Snake...

PLISKIN

No! That is NOT Solid Snake!

Pliskin's voice reaches them over the drone of propellers. The Kasatka has returned instead of heading to Shell 1. The man's coat ripples in the wind. Pliskin is leaning out of the chopper. The man gazes up at him.



MAN

What a pleasant surprise -- brother.

PLISKIN

Save it. You're no brother of mine.

MAN

Don't say you've forgotten me -- Snake.

The man steps out from the structure's shadow, offering a better look at his face. Solidus's appearance is part Pliskin (same face as Snake from the Tanker Chapter), part Big Boss (same hair and beard as him).

RAIDEN

Snake?

Raiden, caught between two Snakes, is bewildered.

SNAKE

Raiden, take cover!

Snake leans further out of the chopper and fires a burst from his M4! Raiden ducks behind the structure in the middle of the bridge.

SOLIDUS

Hrgh!

With a yell, Solidus activates his accelerator and speeds away! His leather coat burns up in an instant. The M4 rounds that Snake fired strike the Shell 2 access door instead. The vapor from the coat clears to reveal Solidus is wearing a powered suit. His movement has the look and feel of teleportation; the space where he traveled to appears to warp. It also leaves behind on the ground a fiery tracing of his accelerated travel.

SNAKE

looks at his face Stop impersonating him (Big Boss)!

He aims the M4 at Solidus again.

This time, Solidus deflects the bullets with his elbow shield! Sparks fly from it!

SOLIDUS

half laughing Brother, I'm a whole different game from Liquid!

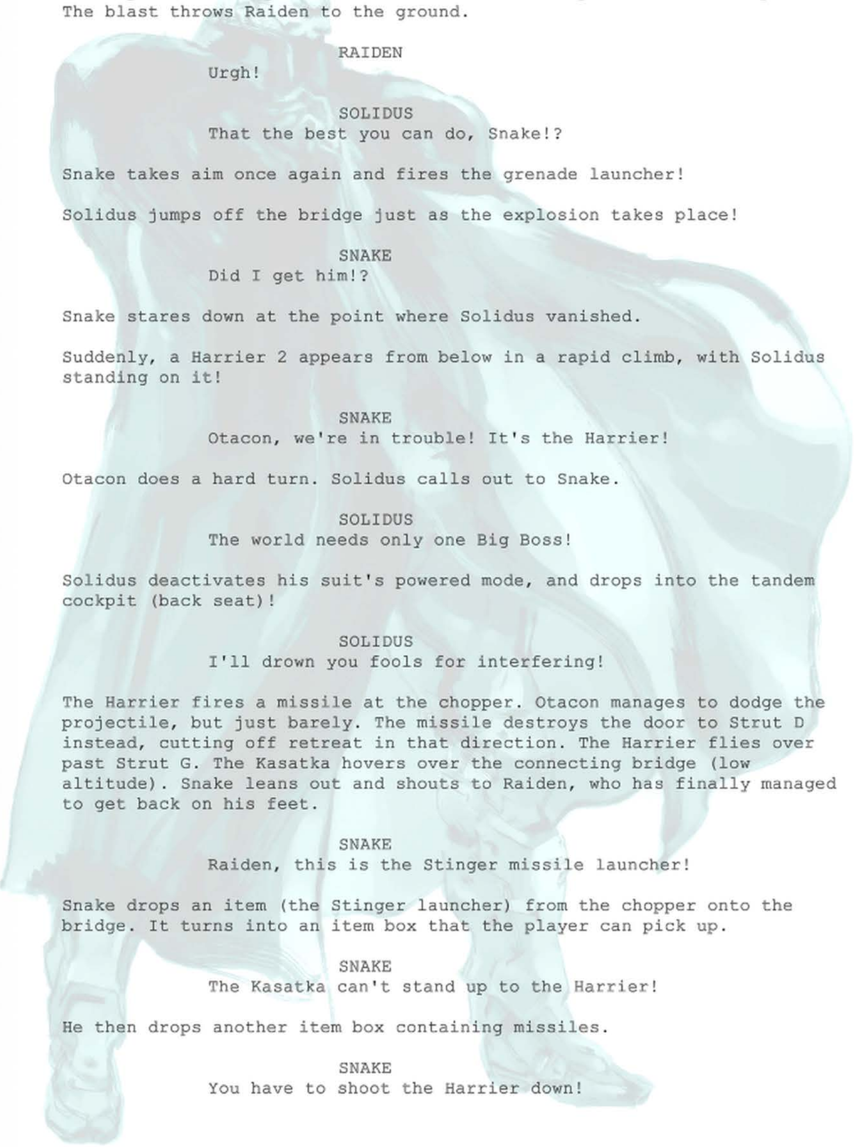
Solidus looks at Snake and activates his powered suit.

SOLIDUS

HRRRRRR!!

As Solidus lets out a yell, the suit starts to swell rapidly. He does not yet have the serpent arms equipped.

Snake aims a grenade launcher attached to the bottom of the M4.



Snake fires a grenade at Solidus (door area)! Solidus snaps his steel collar shut and gets into a battle stance. Once again, he moves out of the way using his accelerator, and the grenade strikes the door! (This destroys it in the process. The door cannot be opened after this point.) The blast throws Raiden to the ground.

RAIDEN
Urgh!

SOLIDUS
That the best you can do, Snake!?

Snake takes aim once again and fires the grenade launcher!

Solidus jumps off the bridge just as the explosion takes place!

SNAKE
Did I get him!?

Snake stares down at the point where Solidus vanished.

Suddenly, a Harrier 2 appears from below in a rapid climb, with Solidus standing on it!

SNAKE
Otacon, we're in trouble! It's the Harrier!

Otacon does a hard turn. Solidus calls out to Snake.

SOLIDUS
The world needs only one Big Boss!

Solidus deactivates his suit's powered mode, and drops into the tandem cockpit (back seat)!

SOLIDUS
I'll drown you fools for interfering!

The Harrier fires a missile at the chopper. Otacon manages to dodge the projectile, but just barely. The missile destroys the door to Strut D instead, cutting off retreat in that direction. The Harrier flies over past Strut G. The Kasatka hovers over the connecting bridge (low altitude). Snake leans out and shouts to Raiden, who has finally managed to get back on his feet.

SNAKE
Raiden, this is the Stinger missile launcher!

Snake drops an item (the Stinger launcher) from the chopper onto the bridge. It turns into an item box that the player can pick up.

SNAKE
The Kasatka can't stand up to the Harrier!

He then drops another item box containing missiles.

SNAKE
You have to shoot the Harrier down!

The additional missiles fall through the hole in the middle of the bridge and land on the lower level.

Otacon curses at the Harrier as it turns toward them!

OTACON
Snake, we got company!

The chopper does a rapid climb!

SNAKE
I'm counting on you!

The Kasatka moves to fairly high altitude.

To game - Harrier 2 battle.

Footnotes

[1] A United States federal law enforcement agency under the Department of Homeland Security. Originally created primarily to combat the counterfeiting of US currency, after the assassination of President William McKinley it was also tasked with protecting the President, other VIPs, the White House, and other buildings.

[2] Acronym for the Defense Intelligence Agency. Operating under the direct supervision of the United States Secretary of Defense, the DIA is an umbrella organization that exercises authority over the intelligence agencies of the Army, Navy, and Air Force.

Codec Conversations

•Colonel

Prior to Meeting Ames

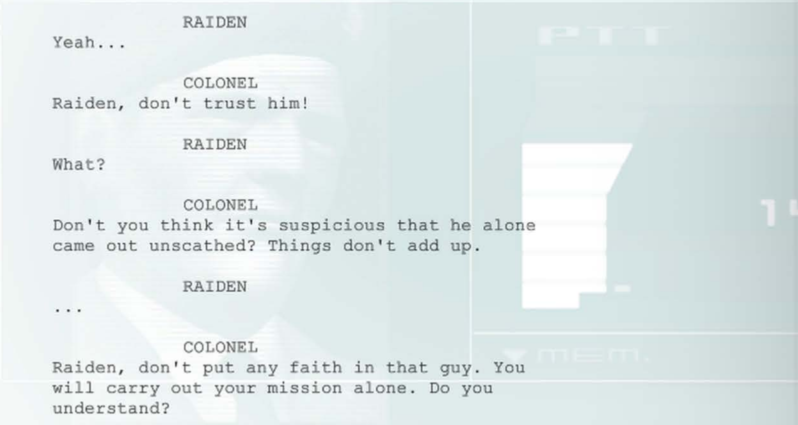
At the heliport after the Fatman battle

COLONEL
Raiden, let's get back to the task of rescuing the President. Head to the core of Shell 1 and investigate the area.

Pliskin survived

RAIDEN
Colonel, Pliskin wasn't killed.

ROSE
You look happy, Jack.



RAIDEN
Yeah...

COLONEL
Raiden, don't trust him!

RAIDEN
What?

COLONEL
Don't you think it's suspicious that he alone came out unscathed? Things don't add up.

RAIDEN
...

COLONEL
Raiden, don't put any faith in that guy. You will carry out your mission alone. Do you understand?

Before the Ninja appears – saved by Rose

*If player heard the final hint during the Fatman battle

ROSE
teasingly Jack...?

RAIDEN
Uh...what?

ROSE
You know what I'm talking about.

RAIDEN
All right, all right. The bomb was where you guessed it would be. You were right, and you saved my butt!

ROSE
As long as you realize that.

RAIDEN
I was pretty surprised though. I never expected to find it where I did...

ROSE
Hm, you must think I'm pretty clueless, huh?

RAIDEN
Of course not! And I have a pretty healthy respect for the woman's intuition thing now.

ROSE
That is such a sexist thing to say, you know that?

RAIDEN
Come on, don't be mad. I apologized already.

ROSE
Don't sweat it -- I'm just messing with ya.

ROSE
I want you to recognize that I can help you through this thing -- and that I care about you.

RAIDEN
Rose...

ROSE
Hang in there, okay?

After the Ninja appears – hostages in the Core

COLONEL
Raiden, make contact with Ames and find out where the President is.

COLONEL
Our information indicates that Ames is being held in the B1 level of Shell 1's core. Head for the core of Shell 1.

COLONEL
Shell 1's core has extremely tight security. Impersonate an enemy personnel to infiltrate the section.

COLONEL
For a proper disguise, select the enemy field uniform you received from the Ninja. This will allow you to blend in.

COLONEL
But you still need one more thing.

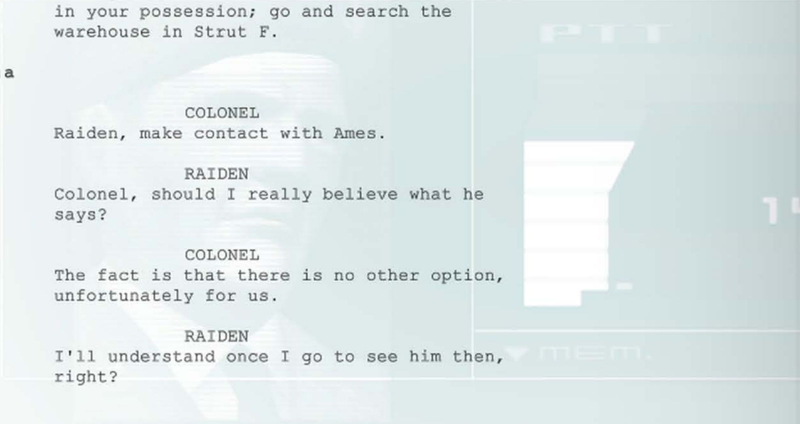
COLONEL
It will look suspicious if you're not carrying the standard equipment.

COLONEL
All personnel in the core are equipped with AK-74Us. Select your own AK when you're in disguise.

*If player doesn't have the AK

COLONEL
Find yourself an AK. You have a Level 2 card in your possession; go and search the warehouse in Strut F.

The Ninja



COLONEL
Raiden, make contact with Ames.

RAIDEN
Colonel, should I really believe what he says?

COLONEL
The fact is that there is no other option, unfortunately for us.

RAIDEN
I'll understand once I go to see him then, right?

Ames

RAIDEN
Colonel, who's that person Ames?

ROSE
I checked the roster of Secret Service members serving the President. There was definitely a person on the list named Ames.

COLONEL
So what that Ninja said, then, was not a lie after all.

RAIDEN
As far as the roster goes, no. Rose, do you have any other information?

ROSE
All right. I'll look into it for you.

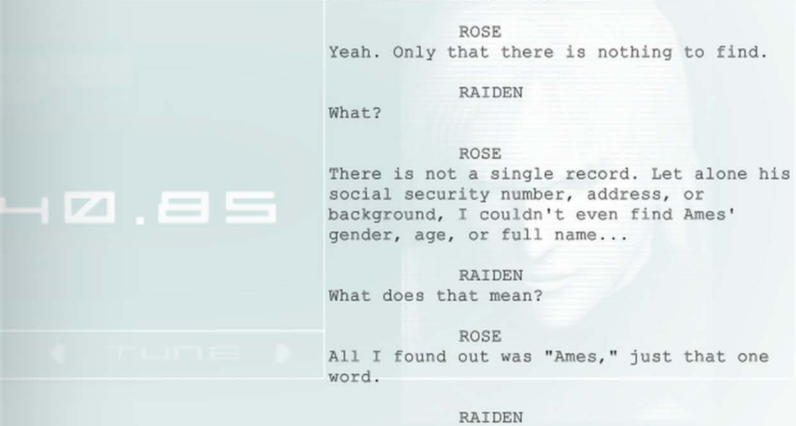
RAIDEN
I'm counting on you.

Details on Ames

COLONEL
Raiden, Rosemary has a report for you, on Ames.

ROSE
Jack? It's about Ames.

RAIDEN
Did you find anything?



ROSE
Yeah. Only that there is nothing to find.

RAIDEN
What?

ROSE
There is not a single record. Let alone his social security number, address, or background, I couldn't even find Ames' gender, age, or full name...

RAIDEN
What does that mean?

ROSE
All I found out was "Ames," just that one word.

RAIDEN
...

COLONEL
Even still, Ames is our way to the President. We'll have to make contact. Head for Floor B1 in the core of Shell 1.

The nuke

RAIDEN
Colonel -- the stories about a Metal Gear within the Big Shell...

COLONEL
That is still being looked into.

ROSE
Sorry, Jack.

RAIDEN
And stories that the Big Shell is just a cover?

ROSE
Well, every record I've looked through only ever has it as a legitimate offshore decontamination facility. On paper, it's clean.

RAIDEN
So you're saying that we have no choice but to talk to Ames or whoever else?

Find Ames – Shell 1 Core

COLONEL
Raiden, make contact with Ames and obtain information about the President.

*If player is somewhere other than Shell 1 Core B1

COLONEL
You're in the Shell 1 Core now. Ames is being held on B1. Head for B1.

*If player is in Shell 1 Core B1

COLONEL
You're on B1 of the Shell 1 Core now. Ames is being held in the hall.

COLONEL
To get in the hall, you'll have to get through a door protected by a retinal scanner security system.

COLONEL
Raiden, get past the retinal scanner and infiltrate the hall.

Directional Microphone

*First time only

COLONEL
Ames is most likely being held with other hostages.

RAIDEN
Sure -- but I don't even know what Ames looks like.

COLONEL
Use the directional microphone to distinguish Ames from the other hostages. It's the only way.

COLONEL
According to our information, Ames has a pacemaker. This should make his cardiac pattern fairly distinct. Use the directional microphone to locate it.

*If player doesn't have mic

COLONEL
Isn't the directional microphone supposed to be somewhere in the core of Shell 1?

Shell 1 Core 1F – player isn't in disguise

COLONEL
Raiden, the corridor is too narrow. You'll have absolutely no cover and there are multiple surveillance cameras in place.

COLONEL
None of the usual infiltration methods will fly in this situation. Disguise yourself as a terrorist instead, and don't forget to select the AK.

In front of elevator panel

COLONEL
I see an elevator over there. You'll be able to travel from floor to floor now.

COLONEL
Push the Action Button in front of the panel you see next to the elevator.

COLONEL
The elevator should arrive in a few minutes.

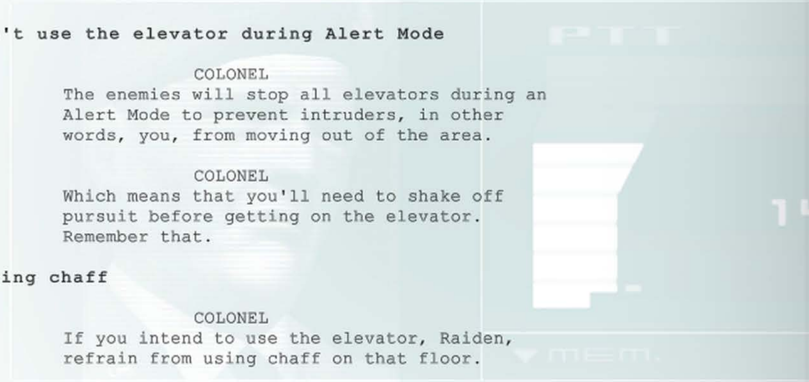
Disguise elevator explanation

COLONEL
That elevator is a cut above the usual. Do you see that strange-looking surveillance camera above the panel?

RAIDEN
Yeah. It's not responding when I enter its field of vision. What is it?

ROSE
The camera apparently goes online only when someone activates the panel. In other words, it's there to check on the person trying to use the elevator.

COLONEL
If you're not disguised as a terrorist, you'll be spotted as soon as you call the elevator.



You can't use the elevator during Alert Mode

COLONEL
The enemies will stop all elevators during an Alert Mode to prevent intruders, in other words, you, from moving out of the area.

COLONEL
Which means that you'll need to shake off pursuit before getting on the elevator. Remember that.

When using chaff

COLONEL
If you intend to use the elevator, Raiden, refrain from using chaff on that floor.

COLONEL
Elevators on that floor are designed to conduct a camera check whenever someone activates the panel.

ROSE
Interfering with the camera would prevent that check system from functioning, and as a result, you'll stay locked out of the elevator.

COLONEL
You'll have to disguise yourself and activate the panel if you need to use the elevator. Select the enemy's field uniform.

How to use the elevator

COLONEL
To use the elevator, get in and stand in front of the panel on the left side.

ROSE
When the panel appears, choose a floor and press the Enter Button, and the elevator will start moving.

COLONEL
During this time, you can move the right analog stick to survey your surroundings. Keep an eye out for approaching enemies.

If you attack the enemy while disguised, your cover will be blown

COLONEL
Even the most successful disguise can't protect you if you decide to blow your own cover by attacking the enemy.

COLONEL
Do not engage the enemy while you are in disguise.

You still can't act suspiciously while disguised

COLONEL
Raiden, don't act in any way that will excite the enemy's suspicion.

COLONEL
A perfect disguise can be ruined by a single odd behavior. Be careful.

If you bump into an enemy while disguised the uniform will get unequipped

COLONEL
If you make physical contact with the enemy while in disguise, the disguise will be deselected. Keep that in mind.

*First time only

ROSE
That uniform's probably not even close to your size.

RAIDEN
Yeah, to tell you the truth, it feels pretty tight.

COLONEL
It's probably a better fit for Rosemary here than you.

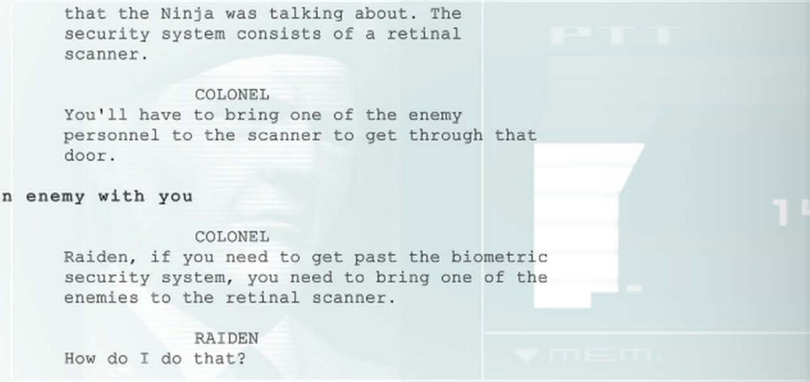
ROSE
Excuse me?

RAIDEN
exasperated Er -- Colonel?

COLONEL
Just an observation. Let's get back to the mission, shall we?

ROSE
exasperated That was inappropriate...

Retinal scanner – Shell 1 Core B1



COLONEL
Raiden that's the biometrics-enabled door that the Ninja was talking about. The security system consists of a retinal scanner.

COLONEL
You'll have to bring one of the enemy personnel to the scanner to get through that door.

Bring an enemy with you

COLONEL
Raiden, if you need to get past the biometric security system, you need to bring one of the enemies to the retinal scanner.

RAIDEN
How do I do that?

COLONEL
Put an enemy sentry in a chokehold, then drag him over to the retinal scanner.

COLONEL
Come up behind an enemy without any weapons selected, then press the Weapon Button to put him in a chokehold.

Retinal scanner guidance (1)

COLONEL
Raiden, the retinal scanner does not work on anything but living and open eyes.

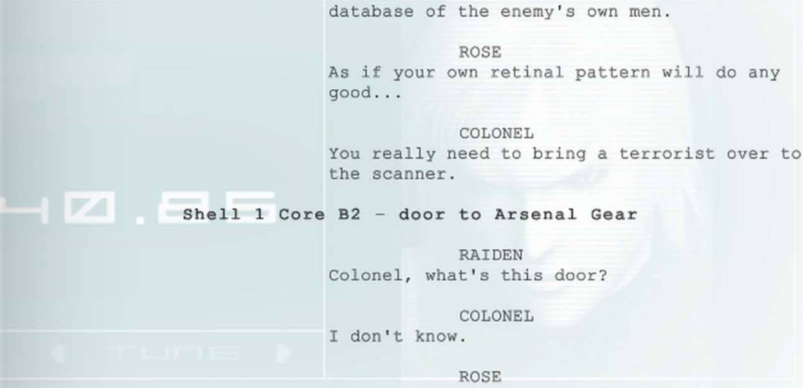
COLONEL
Don't knock the man out either. Be careful.

Retinal scanner guidance (2)

COLONEL
Retinal scanners are taken offline in Alert Mode. If you are spotted, you need to shake off pursuit completely first.

Retinal scanner guidance (3)

COLONEL
Raiden, I don't need to remind you that the retinal scanner checks every input against a database of the enemy's own men.



ROSE
As if your own retinal pattern will do any good...

COLONEL
You really need to bring a terrorist over to the scanner.

Shell 1 Core B2 – door to Arsenal Gear

RAIDEN
Colonel, what's this door?

COLONEL
I don't know.

ROSE
It's huge. What the hell is it...? It's not in our intel.

*Second and subsequent times

COLONEL
Raiden, we have no way at the moment to open that door. Leave it alone and proceed with the mission. Understood?

Emma's workstation is full of otaku merch

COLONEL
Hmm. There's a desk that stands out.

ROSE
It's awfully -- customized.

RAIDEN
What kind of a dork brings all this stuff to work? Must be a super freak.

The parrot

RAIDEN
What's that bird...?

COLONEL
Parrot, isn't it?

ROSE
Probably a large budgie.

ROSE
Parakeets get used to humans easily, and are talkative, so they are real playful and fun.

ROSE
Hurts when they bite, though, and keeping their cage clean is quite a task.

RAIDEN
You sure know a lot about parakeets.

ROSE
I had my own once.

RAIDEN
I didn't know that.

ROSE
I never mentioned it?

RAIDEN
No, this is the first time.

ROSE
Really?

RAIDEN
Yeah. There's probably a lot of other things that I don't know about you yet.

ROSE
... Yeah... Actually, well... There's a lot more.

RAIDEN

... Rose?

ROSE

Jack.

RAIDEN

What?

ROSE

After this mission is over let's talk, about lots of things.

RAIDEN

Yeah, let's.

ROSE

Good luck.

Shell 1 Core B1 conference hall – looking for Ames

COLONEL

Raiden, one of those hostages in there is Ames.

COLONEL

The only thing we know is that Ames wears a pacemaker. His heartbeat should sound different from other people's, so use the directional microphone to locate him.

*If player has the mic

COLONEL

Once you recognize Ames by his heartbeat, keep the microphone pointed toward him. Then push the Action Button and call out to him.

COLONEL

If it really is Ames, he should respond in some way.

RAIDEN

What if it's the wrong person?

COLONEL

The guards may get suspicious and come running instead. Security could get tighter too.

ROSE

Try to be sure before you take the risk.

COLONEL

Don't call out to a hostage with the Action Button until you're fairly sure that it's Ames.

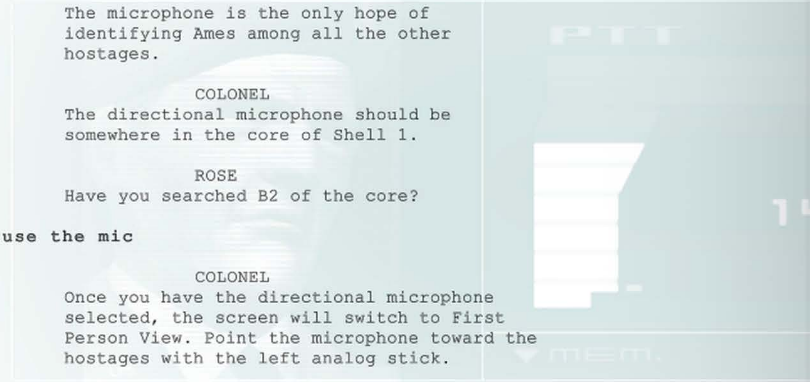
COLONEL
If you do make a mistake, switch the microphone for an AK and get out of there before a guard gets suspicious.

COLONEL
If you're discovered inside, they'll cut off your retreat and call in the reinforcements.

COLONEL
The mission will be over if you're discovered. Don your disguise and look for Ames while deflecting the enemy's suspicion.

*If player doesn't have the mic

COLONEL
You don't have a directional microphone, however. Find one first.



COLONEL
The microphone is the only hope of identifying Ames among all the other hostages.

COLONEL
The directional microphone should be somewhere in the core of Shell 1.

ROSE
Have you searched B2 of the core?

How to use the mic

COLONEL
Once you have the directional microphone selected, the screen will switch to First Person View. Point the microphone toward the hostages with the left analog stick.

COLONEL
This is how you listen to the hostages' heartbeats. Listen carefully to pick up the sound of the pacemaker.

COLONEL
When you're sure that you have Ames, keep the microphone pointed in the same direction, then push the Action Button to call his name.

COLONEL
Don't randomly call out to people. You'll only draw unwelcome attention to yourself.

ROSE
Another thing -- whenever you have the directional microphone selected, you won't be able to move.

A word of warning about the mic

COLONEL

If the enemies see you with the directional microphone, they'll naturally be suspicious.

ROSE

I suggest you wait until the guards are out of sight before selecting the directional microphone.

COLONEL

If someone does get suspicious, switch the directional microphone for the AK immediately. It's all over if you're caught in the act.

If you're detected, it's an instant game over

COLONEL

Raiden, retain your cover at all costs inside that conference hall. There's only one way in and out of the area.

COLONEL

If you're discovered inside, they'll cut off your retreat and call in the reinforcements. You won't make it out of the room.

COLONEL

The mission will be over if you're discovered. Don your disguise and look for Ames while deflecting the enemy's suspicion.

Soldier reports back regularly (1)

COLONEL

Raiden, it looks like the guards in charge of the hostages are in regular contact with other terrorists.

COLONEL

Even a temporary measure against a guard will disrupt communications and alert the enemy to your presence. Refrain from knocking any guards out inside this area.

Soldier reports back regularly (2)

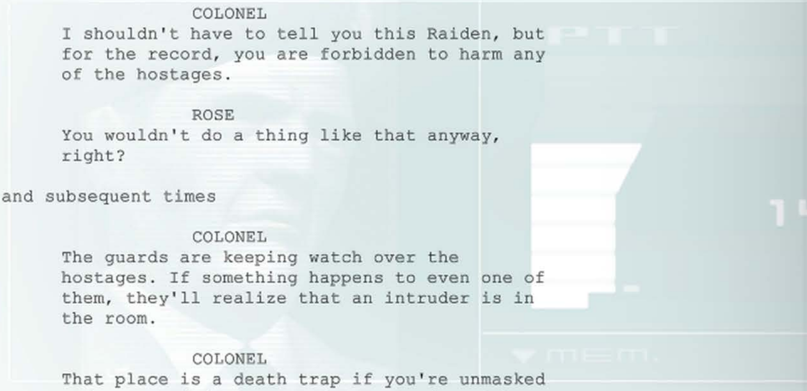
COLONEL
The guards in charge of the hostages are in regular contact with other terrorists.

COLONEL
If regular contact is cut off, that means they would discover your presence. There's no way you can survive if you are surrounded by the enemy in that area.

COLONEL
Do not destroy enemy radios or use your chaff to interfere with their regular contact. Got it?

Do not kill any of the hostages

*First time only



COLONEL
I shouldn't have to tell you this Raiden, but for the record, you are forbidden to harm any of the hostages.

ROSE
You wouldn't do a thing like that anyway, right?

*Second and subsequent times

COLONEL
The guards are keeping watch over the hostages. If something happens to even one of them, they'll realize that an intruder is in the room.

COLONEL
That place is a death trap if you're unmasked and surrounded. Do not, I repeat, do not harm the hostages in any way.

Explanation of the area

COLONEL
That area is the Hall. Looks like there is going to be a presidential welcome reception.

RAIDEN
You mean, we're gonna come flyin' in and crash that party?

Player has struck one or more hostages repeatedly

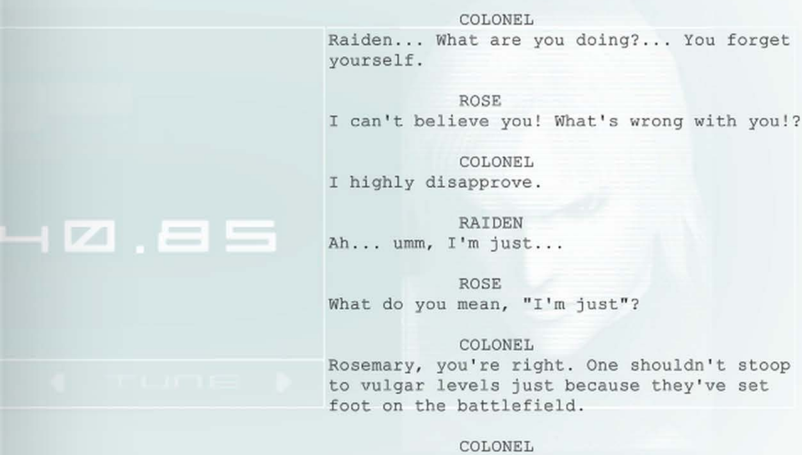
COLONEL
Raiden, you appear to be enjoying yourself slapping around defenseless hostages.

ROSE
I can't believe you. I didn't think you were the kind of person to do such a thing...

COLONEL
Good thing you saw him for what he really was, huh, Rosemary?

ROSE
Yeah, I don't know this person anymore. Good-bye!

Player looked up the skirt of a female hostage



COLONEL
Raiden... What are you doing?... You forget yourself.

ROSE
I can't believe you! What's wrong with you!?

COLONEL
I highly disapprove.

RAIDEN
Ah... umm, I'm just...

ROSE
What do you mean, "I'm just"?

COLONEL
Rosemary, you're right. One shouldn't stoop to vulgar levels just because they've set foot on the battlefield.

COLONEL
But I can sympathize with you there...

ROSE
You what?

COLONEL
Err, nothing...

ROSE
How twisted, the both of you!!

Player took an upskirt photo of a female hostage

ROSE
Jack!! What the hell are you doing? You are sick, you know!

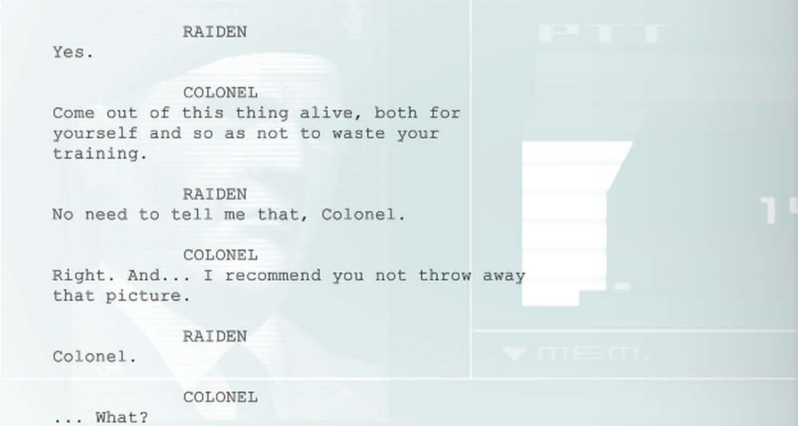
COLONEL
Rosemary...

RAIDEN
... Colonel, was I wrong in what I did?...

COLONEL
Perhaps. There are certain things that a person can and can't do.

RAIDEN
Yeah, maybe you're right...

COLONEL
Do you understand?



RAIDEN
Yes.

COLONEL
Come out of this thing alive, both for yourself and so as not to waste your training.

RAIDEN
No need to tell me that, Colonel.

COLONEL
Right. And... I recommend you not throw away that picture.

RAIDEN
Colonel.

COLONEL
... What?

RAIDEN
You're not joking...

COLONEL
...

RAIDEN
... Are you?

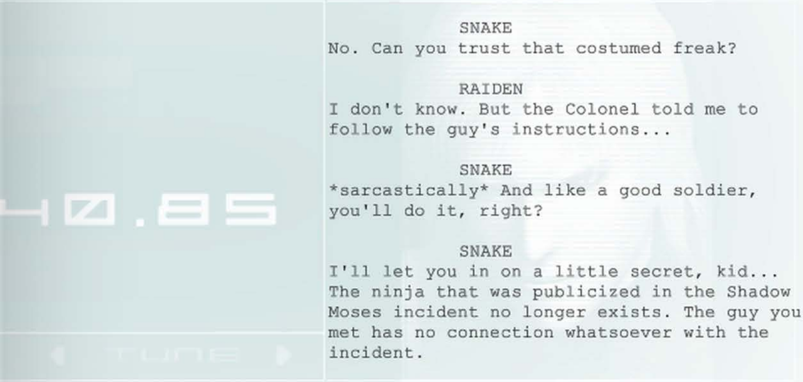
COLONEL
Continue your duties. Understood?

RAIDEN
Yes, sir.

•Snake

Prior to Meeting Ames

After the Ninja shows up



RAIDEN
Pliskin... do you read me?

SNAKE
What's up, Raiden?

RAIDEN
I just ran into a guy decked out like a... a ninja.

SNAKE
A ninja?

RAIDEN
Yeah. Do you know anything about this?

SNAKE
No. Can you trust that costumed freak?

RAIDEN
I don't know. But the Colonel told me to follow the guy's instructions...

SNAKE
sarcastically And like a good soldier, you'll do it, right?

SNAKE
I'll let you in on a little secret, kid... The ninja that was publicized in the Shadow Moses incident no longer exists. The guy you met has no connection whatsoever with the incident.

RAIDEN
And how do you know that?

SNAKE
Because I do.

RAIDEN
...

SNAKE
Just be careful who you trust. Okay?

Ames - after Fatman battle

RAIDEN
Pliskin... Do you know anything about a Secret Service agent named Ames?

SNAKE
Ames?

RAIDEN
You've heard of him?

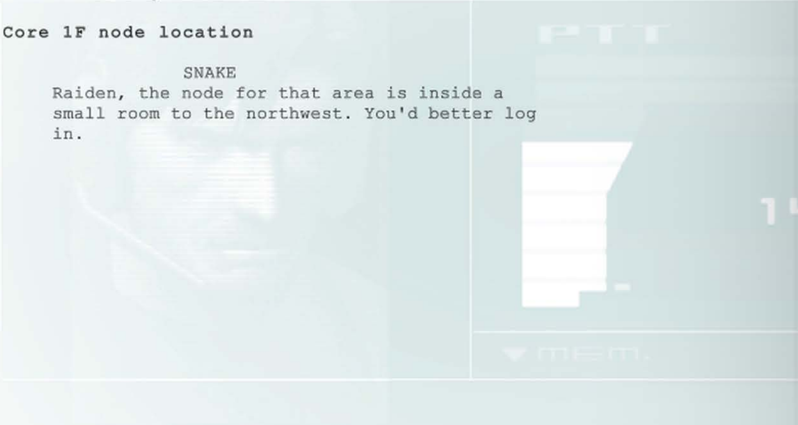
SNAKE
Uh, no...

RAIDEN
Listen, if you know anything...

SNAKE
No. I got the name mixed up with someone else. Forget it.

Shell 2 Core 1F node location

SNAKE
Raiden, the node for that area is inside a small room to the northwest. You'd better log in.



•Colonel

After Meeting Ames

Equip your AK

COLONEL
Raiden, put on the enemy's uniform. Ocelot is headed your way! Don't forget to select the AK as well!

The hostage wasn't killed?

RAIDEN
Colonel, apparently Ames didn't even know that the hostages were killed in retaliation for SEAL Team 10's incursion.

COLONEL
Yeah. The hostages were probably in a different room.

RAIDEN
...

COLONEL
Raiden, focus on your duties. For right now concentrate on rescuing the President. Head for the first floor of Shell 2's core.

The black case

RAIDEN
Do you think Ames was telling the truth about the football?

COLONEL
Rosemary.

ROSE
Roger that. Jack, I'll look into it for you.

Details on the black case

COLONEL
Raiden, Rosemary has completed her search.

ROSE
Jack, I found data on the briefcase used to unlock the nuclear launch codes.

ROSE
It appears to be a fail-safe system using the President's DNA base order and input of his physiological data as its key.

ROSE
The lock is said to be impenetrable.

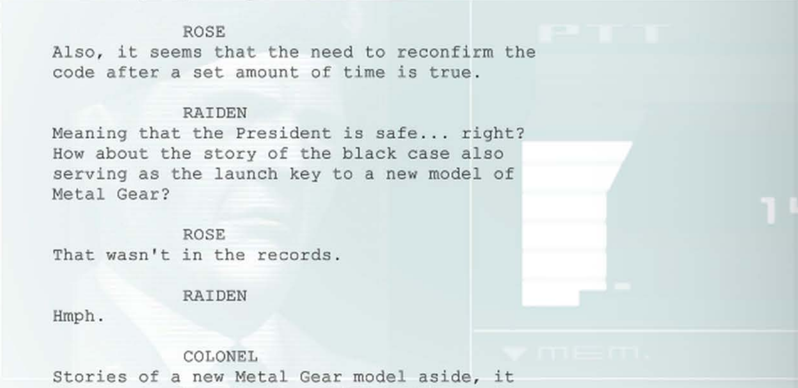
RAIDEN
In other words, the President himself is the only one who can enter the password?

ROSE
Right. On top of that, as Ames mentioned before, the password becomes invalid when the President's brain waves, heartbeat, etc. are not within normal limits.

RAIDEN
So the President entered that code by his own free will after all. But why would the U.S. President lend a hand to terrorists?

ROSE
How should I... I don't have information like that.

RAIDEN
... Yeah, I guess you wouldn't...



ROSE
Also, it seems that the need to reconfirm the code after a set amount of time is true.

RAIDEN
Meaning that the President is safe... right? How about the story of the black case also serving as the launch key to a new model of Metal Gear?

ROSE
That wasn't in the records.

RAIDEN
Hmph.

COLONEL
Stories of a new Metal Gear model aside, it is certain that they have finished inputting the code... and are trying to launch the nuclear warhead.

COLONEL
Meet with the President and ascertain the truth. Hurry. You must meet with him while he is still alive.

Solid Snake, terrorist leader

RAIDEN
Colonel, I saw the terrorist leader. Is that Solid Snake?

COLONEL
Yes. He's the terrorist who sunk the tanker two years ago.

RAIDEN
...

COLONEL
Raiden, do you think he's some kind of hero? You heard him, right?

COLONEL
Solid Snake is a terrorist. You must fight him. Do you understand?

The President

COLONEL
Raiden, rescue the President. Head for the first floor of the Shell 2 Core.

RAIDEN
Colonel, is the President one of them? Ames said that the President entered the code with his own free will...

COLONEL
But you heard how they are planning to get rid of the President, right?

RAIDEN
Yeah...

ROSE
They are going their separate ways?

COLONEL
No. First off, the President is not necessarily extra baggage for the terrorists.

RAIDEN
...

COLONEL
If you have your doubts, you should address them when you meet him.

RAIDEN
Roger that...

Outer Heaven

RAIDEN
Colonel, the "Outer Heaven" that Snake mentioned...

COLONEL
Ah, yes. It is a despotic military state built by a guy called Big Boss, the greatest soldier in history and Snake's father -- genetically speaking.

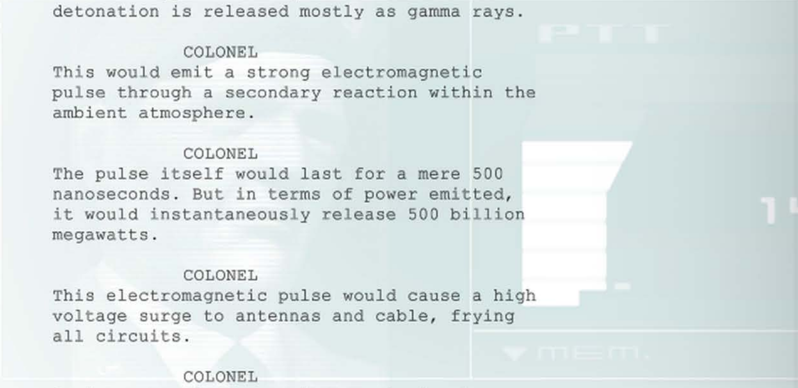
RAIDEN
He tried to restart it?

COLONEL
I don't know. But word has it that his brother Liquid Snake hoped for an Outer Heaven, also.

COLONEL
It might have had some special significance for the two brothers.

A nuclear EMP strike

COLONEL
If they caused a nuclear explosion over Manhattan, there would be serious repercussions.



COLONEL
Blast energy from a high-altitude nuclear detonation is released mostly as gamma rays.

COLONEL
This would emit a strong electromagnetic pulse through a secondary reaction within the ambient atmosphere.

COLONEL
The pulse itself would last for a mere 500 nanoseconds. But in terms of power emitted, it would instantaneously release 500 billion megawatts.

COLONEL
This electromagnetic pulse would cause a high voltage surge to antennas and cable, frying all circuits.

COLONEL
Scalar waves from a nuclear explosion have a higher degree of penetration than normal electromagnetic waves. Civilian electromagnetic protection devices would be useless.

COLONEL
The area affected would likely range over several thousand kilometers. All electronic devices within New York would probably be rendered completely useless.

ROSE
If something like this happened...

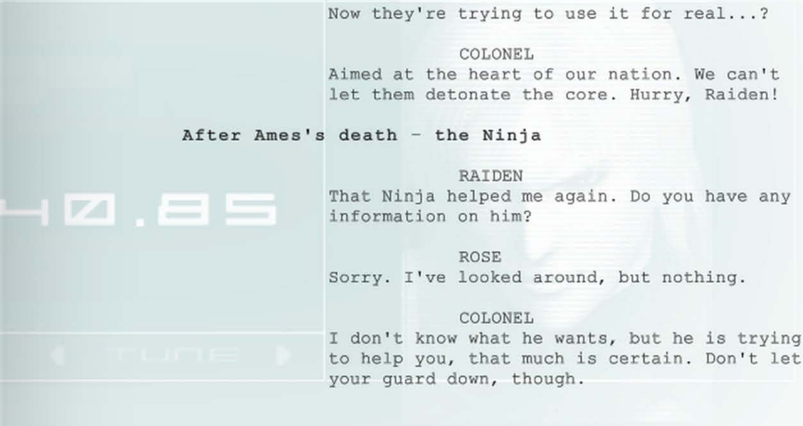
RAIDEN
Panic on a worldwide scale would be unavoidable.

COLONEL
The feasibility of using an EMP blast from a nuclear weapon as an attack has been researched for decades.

COLONEL
The Starfish Project, carried out on Johnston Island in the South Pacific in 1962, is one example.

RAIDEN
Wasn't that to study the effects of high-altitude nuclear detonation on radios and radars?

COLONEL
Ostensibly, yes. Electromagnetic weapon development had already begun prior to that, since the time of Project Argus.



RAIDEN
Now they're trying to use it for real...?

COLONEL
Aimed at the heart of our nation. We can't let them detonate the core. Hurry, Raiden!

After Ames's death – the Ninja

RAIDEN
That Ninja helped me again. Do you have any information on him?

ROSE
Sorry. I've looked around, but nothing.

COLONEL
I don't know what he wants, but he is trying to help you, that much is certain. Don't let your guard down, though.

After Ames's death - high alert

COLONEL
Raiden, this is not good. Enemies in Shell 1 are systematically searching for you.

*First time only

ROSE
It looks like they've tightened security considerably. Watch yourself.

COLONEL
Get out of Shell 1. According to Ames, the President is on the first floor of Shell 2's core.

COLONEL
Cross the connecting bridge from the north side of Strut D to get to Shell 2. That's where you need to go.

Disguise no good

COLONEL
Looks like you've lost your balaclava, Raiden. You'll no longer be able to impersonate enemy personnel.

Retinal scanner damaged after Ames encounter

COLONEL
The retinal scanner appears to be broken. You won't be able to get through to the conference hall anymore. Keep going.

•Snake

After Meeting Ames

Ames

SNAKE
Y'know, I thought I heard of Ames somewhere before... DIA would mean we're talking about Nastasha's ex-husband.

RAIDEN
Nastasha? Nastasha Romanenko? Isn't she the one who wrote "In the Darkness of Shadow Moses"?

SNAKE
Yeah. She helped me out during the Shadow Moses incident.

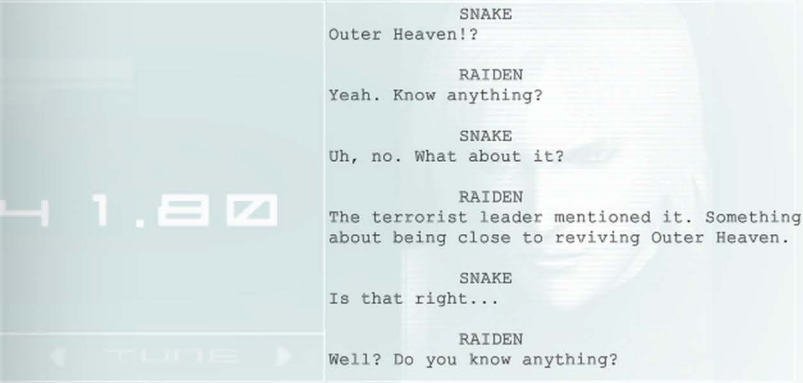
SNAKE
She was also actively involved in the Philanthropy organization following the incident.

RAIDEN
Where is she now?

SNAKE
Your guess is as good as mine. But she's probably still a heavy smoker...

Outer Heaven

RAIDEN
Have you ever heard of Outer Heaven?



SNAKE
Outer Heaven!?

RAIDEN
Yeah. Know anything?

SNAKE
Uh, no. What about it?

RAIDEN
The terrorist leader mentioned it. Something about being close to reviving Outer Heaven.

SNAKE
Is that right...

RAIDEN
Well? Do you know anything?

SNAKE
No. But whatever their goal is, they're probably up to no good. We've got to stop them...

RAIDEN
Yeah... right...

•Colonel

Destroying the Infrared Sensors

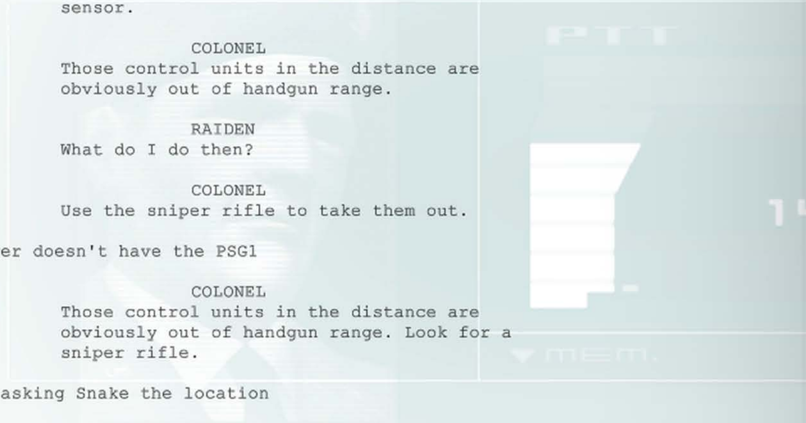
Shell 1-2 Connecting Bridge - sniping event

COLONEL
Raiden, what you see there is a booby trap consisting of an infrared sensor and Semtex.

COLONEL
The Semtex will detonate if the IR beam from the sensor is disturbed. Whatever you do, don't touch the IR beam.

COLONEL
But there's no way to get through there without crossing the beam.

COLONEL
Neutralize all the control units for the IR sensor.



COLONEL
Those control units in the distance are obviously out of handgun range.

RAIDEN
What do I do then?

COLONEL
Use the sniper rifle to take them out.

*If player doesn't have the PSG1

COLONEL
Those control units in the distance are obviously out of handgun range. Look for a sniper rifle.

*Before asking Snake the location

ROSE
Lieutenant J.G. Pliskin would know this kind of thing, wouldn't he?

*After asking Snake the location

COLONEL
Didn't he say that there was a PSG1 in the Strut F warehouse?

*If player has the PSG1

COLONEL
Use the PSG1 sniper rifle to shoot out control units that are farther away.

This PSG1 is different from MGS1's

COLONEL

The PSG1's controls have been slightly modified from what you learned in the VR training. Note the differences.

COLONEL

The PSG1's scope is equipped with a zoom function.

COLONEL

Zoom in for a precise strike, and zoom out when you need a wider field of view. Learn to make good use of the function.

COLONEL

The PSG1 can be aimed from upright, crouch, and prone positions.

COLONEL

The different heights of these stances will help you get a bead on targets concealed behind objects.

COLONEL

Remember, shoot from a stable position to prevent shakes.

Control unit locations (1)

COLONEL

The IR sensor cannot be taken offline until all the control units are destroyed.

COLONEL

If the sensor is still live, it means there are control units you haven't touched somewhere.

Control unit locations (2)

COLONEL

Raiden, you haven't destroyed all the control units yet. Use the First Person View or the sniper scope to look around.

Do not shoot the bombs

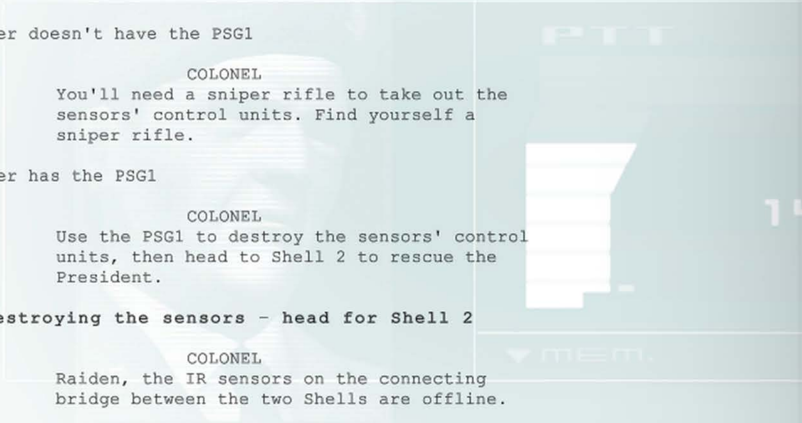
COLONEL
Raiden, the Semtex is equipped with shock sensors.

COLONEL
Any blow to the Semtex -- gunfire included -- will set off the sensor... and start a chain reaction that will detonate all the bombs.

COLONEL
We'll be finished if that were to happen. Aim only for the control units.

If player is somewhere other than the DG Connecting Bridge

COLONEL
You can't reach Shell 2 unless the infrared sensor trap on the connecting bridge between the two Shells is deactivated.



*If player doesn't have the PSG1

COLONEL
You'll need a sniper rifle to take out the sensors' control units. Find yourself a sniper rifle.

*If player has the PSG1

COLONEL
Use the PSG1 to destroy the sensors' control units, then head to Shell 2 to rescue the President.

After destroying the sensors - head for Shell 2

COLONEL
Raiden, the IR sensors on the connecting bridge between the two Shells are offline.

COLONEL
Go to the first floor of Shell 2's core, and rescue the President.

•Snake

Destroying the Infrared Sensors

Shell 1-2 Connecting Bridge - use the PSG1

SNAKE
Don't try to shoot out control units with the handgun when the distance is too great. The weapon doesn't have that kind of range. Use the sniper rifle.

*If player has the PSG1

SNAKE
Use the PSG1 to take out those control units.

*If player doesn't have the PSG1

SNAKE
I saw a PSG1 in the storage room on Strut F. There should be one left, so go and grab it.

If player is somewhere other than Shell 1-2 Connecting Bridge

SNAKE
In order to get to Shell 2, you'll have to disable the IR sensors on the connecting bridge between Shells 1 and 2.

*If player has the PSG1

SNAKE
Use your PSG1 to take out the IR sensors' control units. Head to the connecting bridge between Shells 1 and 2.

Move around while you shoot

SNAKE
If some pipe or a storage tank gets between you and the control unit, find another vantage point. There will always be a spot that gives you a clear shot.

You're not done yet

SNAKE
Raiden, you didn't get all the control units. You weren't thorough enough.

-->Control unit location hints

Control unit location hints

(1) Covered by seagulls

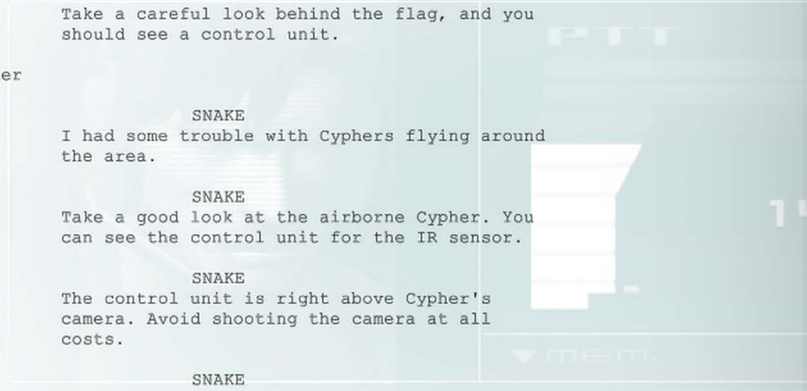
SNAKE
Wait -- there were a lot of birds around there, right?

SNAKE
There may be control units hidden behind the birds. Fire a few shots around them and get the birds to move.

(2) Behind the flag

SNAKE
I remember seeing a flag there. It kept whipping in different directions as the wind changed...

SNAKE
Take a careful look behind the flag, and you should see a control unit.



(3) Cypher

SNAKE
I had some trouble with Cyphers flying around the area.

SNAKE
Take a good look at the airborne Cypher. You can see the control unit for the IR sensor.

SNAKE
The control unit is right above Cypher's camera. Avoid shooting the camera at all costs.

SNAKE
Looks like if a Cypher is shot down, the resulting signal will trigger an explosion. The whole bridge would blow.

SNAKE
Target only the control unit on the upper part of the Cypher. Aim for the blinking light.

(4) Look behind you

SNAKE
The control units aren't all necessarily on the Shell 2 side. Try looking around more.

SNAKE
Use First Person View to investigate the Shell 1 and Strut D sides. There should be control units above the door. Take those out too.

Semtex facts and figures

SNAKE
The stuff used in that trap is Semtex. It's a plastic explosive like C4.

SNAKE
Developed in former Czechoslovakia, the stuff was called the "Terrorist's C4" back in the Cold War days.

SNAKE
Made from RDX and PETN, Semtex is easy to handle and very powerful. The stuff can devastate an area. Whatever you do, don't get caught in its explosion.

The President's security (1)

*After the Shell 1-2 Connecting Bridge Codec call, but before destroying the infrared sensors

SNAKE
The reinforcements that rush up whenever you're discovered by the enemy are the President's special security unit.

SNAKE
They are the cream of the Secret Service, and have previously served as members of CAT -- the Counter Assault Team, which is part of the Presidential security force.

SNAKE
These guys have seen more action than you'll ever see in a lifetime.

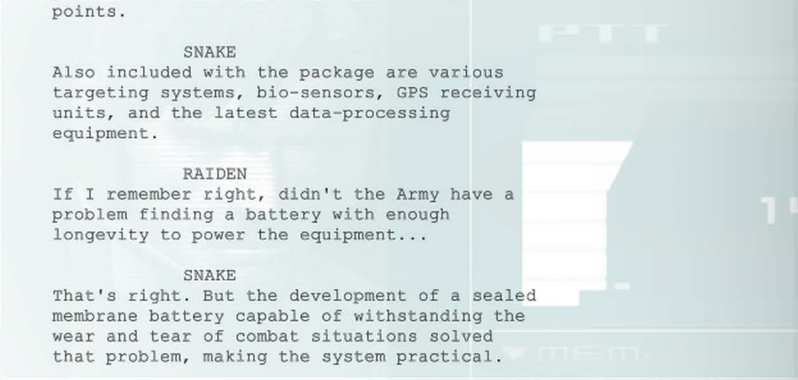
SNAKE
Their equipment is based on the Land Warrior System, which has been an Army development project over the last century.

SNAKE
You've been with Force XXI, so you should know what I'm talking about. It's the latest infantry equipment enhanced with advanced data communication and processing features.

SNAKE
The system is designed to treat each infantry soldier as a single terminal in a network...

SNAKE
The helmet has a mounted display that provides everything from sensor and map updates to directives and commands from a command outpost.

SNAKE
Through a data link, the soldier is also provided with video and graphic information such as current location -- including the placement of friendly units -- and rendezvous points.



SNAKE
Also included with the package are various targeting systems, bio-sensors, GPS receiving units, and the latest data-processing equipment.

RAIDEN
If I remember right, didn't the Army have a problem finding a battery with enough longevity to power the equipment...

SNAKE
That's right. But the development of a sealed membrane battery capable of withstanding the wear and tear of combat situations solved that problem, making the system practical.

SNAKE
On top of that, the weight of all this equipment is no longer a problem, thanks to the DARPA-developed exoskeleton technology with human strength amplification capabilities.

SNAKE
A soldier may look slow and clumsy in all this equipment, but don't let that fool you...

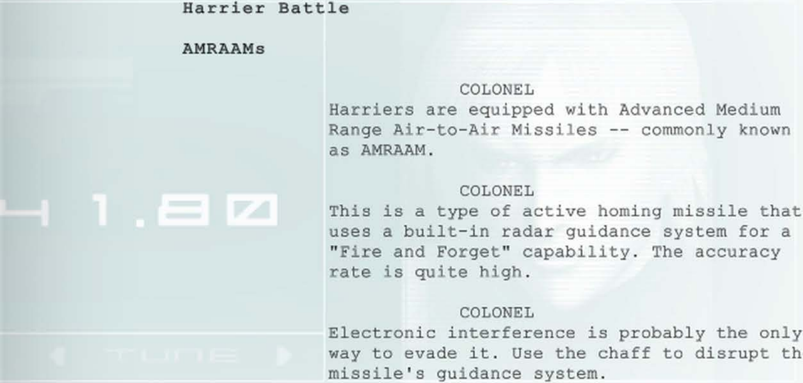
The President's security (2)

SNAKE
Former members of the President's Special Security Unit are equipped with ceramic-plated armor.

SNAKE
Attacking any spot other than the head is pretty much a waste of time. For results, go for the head.

SNAKE
Actually, the best course for survival is to avoid any direct confrontation with these guys...

•Colonel



Harrier Battle

AMRAAMs

COLONEL
Harriers are equipped with Advanced Medium Range Air-to-Air Missiles -- commonly known as AMRAAM.

COLONEL
This is a type of active homing missile that uses a built-in radar guidance system for a "Fire and Forget" capability. The accuracy rate is quite high.

COLONEL
Electronic interference is probably the only way to evade it. Use the chaff to disrupt the missile's guidance system.

After hearing "AMRAAM" conversation, right before launch

COLONEL
Raiden, incoming AMRAAM! Break out the chaff!

Cluster bombs

COLONEL
That Harrier 2 is equipped with cluster bombs. Each bomb is full of bomblets -- a combined munitions weapon.

COLONEL
A cluster bomb has a huge effective range -- there's no way to avoid one on the upper level of a connecting bridge. Escape by going to the lower level.

Rockets

COLONEL
Both wings are outfitted with an air-to-surface rocket pod.

COLONEL
The rockets aren't guided, so moving should get you out of their way. Watch out for the blast, though.

Attack runs

COLONEL
Don't start scurrying about even after the Harrier has flown away and is no longer in eyesight.

COLONEL
When the Harrier is pointed in your direction... it should flash for a moment as it reflects the sun. Don't miss that flash.

COLONEL
Locate it as early as possible and hit it with a Stinger. If you delay, you'll be attacked.

Harrier battle – use your radar

COLONEL
Don't panic, even if you lose sight of the Harrier. Look at your radar.

COLONEL
The radar has been modified to show where the Harrier is. Use the radar and locate the Harrier's position.

Exhaust burns

COLONEL
The Harrier's exhaust is extremely hot. You cannot afford to get enveloped in it. When the Harrier draws near, run down to the lower level.

Flares

COLONEL
The Harrier is outfitted with IR Flares, a countermeasure that burns in mid-air with magnesium to deceive infrared homing missiles.

COLONEL
Shooting a flare will draw any launched Stinger missiles towards the flare.

Small arms won't work

COLONEL
Raiden, handguns and machine guns can't stand up to fighter jets. Use the Stinger missiles instead.

Basic strategies

COLONEL
Dodge the Harrier's attacks and launch a counterattack between their strikes.

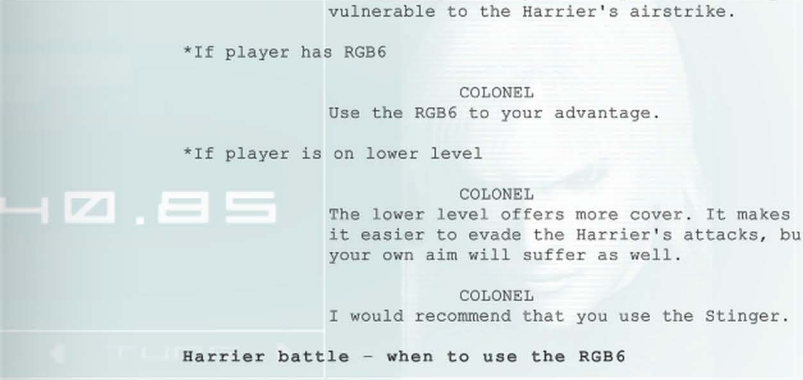
COLONEL
That connecting bridge is divided into upper and lower sections. Use the structure to your advantage.

COLONEL
The upper level offers a clear view and better targeting opportunity, but leaves you vulnerable to the Harrier's airstrike.

*If player has RGB6

COLONEL
Use the RGB6 to your advantage.

*If player is on lower level



COLONEL
The lower level offers more cover. It makes it easier to evade the Harrier's attacks, but your own aim will suffer as well.

COLONEL
I would recommend that you use the Stinger.

Harrier battle - when to use the RGB6

COLONEL
When the Harrier is hovering near the connecting bridge, the RGB6 should also be effective.

•Snake

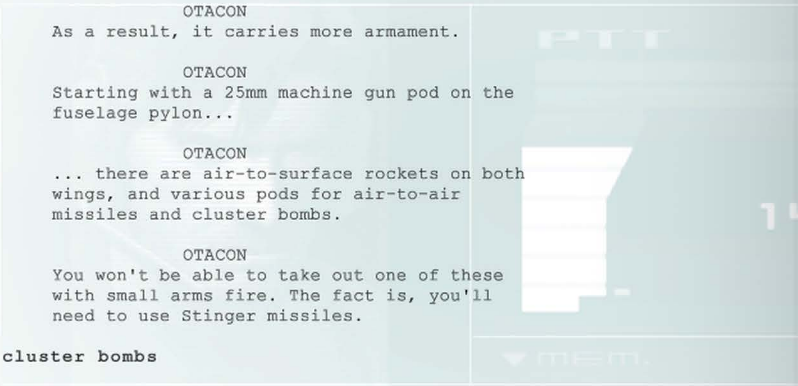
Harrier Battle

Harrier infodump

OTACON
The Harrier 2 is an upgraded version of the world's first practical V/STOL fighter plane.

OTACON
By shifting the propulsion of the engine nozzles on the sides, the plane can handle short-distance vertical take-offs and landings.

OTACON
The payload capacity of the Harrier 2 is considerably larger than its predecessor due to improved engine output.



OTACON
As a result, it carries more armament.

OTACON
Starting with a 25mm machine gun pod on the fuselage pylon...

OTACON
... there are air-to-surface rockets on both wings, and various pods for air-to-air missiles and cluster bombs.

OTACON
You won't be able to take out one of these with small arms fire. The fact is, you'll need to use Stinger missiles.

Harrier cluster bombs

OTACON
Raiden, watch out for the Harrier's cluster bombs.

OTACON
Cluster bombs are non-guided units packed with a couple hundred bomblets for wide-range attacks.

OTACON
The bombs are equipped with timed fuses for detonation following release. The dispenser explodes, spreading the bomblets across a wide area.

*Second and subsequent times

OTACON
Cluster bombs cover an extensive range. If you see one being launched, head for the floor beneath the connecting bridge.

Harrier AMRAAMs

OTACON
The Harrier 2's equipped with AMRAAM mid-range air-to-air missiles.

OTACON
The AMRAAM is an active homing missile designed to succeed the Sparrow.

OTACON
On the final phase of its guided approach to a target, the missile locks on to the objective with an active seeker and goes into full autonomous flight mode.

OTACON
In short, the AMRAAM is a missile with "fire-and-forget" capability.

OTACON
This aspect of the missile makes it ideal for fire-and-run tactics, significantly improving the mission survival rate of the firing aircraft.

OTACON
With a high-performance active seeker, the AMRAAM is extremely functional. Once fired, it pretty much zeroes in on its target with deadly accuracy.

RAIDEN
And how do you avoid one of these?

OTACON
I recommend chaff grenades.

OTACON
The AMRAAM's been reinforced against ECMs. In fact, the missile's been designed to home in on the source of electronic countermeasures.

OTACON
But that only applies to air combat. It's highly unlikely that the missile's equipped for tracking human targets with any precision.

*Second and subsequent times

OTACON
You should be able to sufficiently throw an AMRAAM off course with a chaff grenade. The minute you see one launched, break out the grenade.

Harrier machine gun

OTACON
The Harrier 2's fuselage pylons are equipped with 25mm machine gun pods.

OTACON
With a firing speed of 3,800 rounds per minute, rounds are launched at an initial velocity of over 1,000 meters per second. In other words, don't get shot.

*Second and subsequent times

OTACON
As soon as the Harrier's guns commence firing, take cover. Don't even think about facing off against that kind of firepower.

Rocket launchers

OTACON
The Harrier 2 comes equipped with air-to-surface rocket pods on both wings.

OTACON
The Harrier 2 rockets are not guided. You can avoid direct hits by moving away from the targeted area following a launch. But watch out for the blast.

Kasatka infodump

OTACON
We're currently aboard a Ka-60 Kasatka helicopter, a multi-purpose military aircraft of the Russian Kamov Design Bureau.

OTACON
This copter is capable of handling various missions including troop and supply transport, medical evacuation, target acquisition for attack copters, and all-weather scouting.

OTACON
Equip it with the latest avionics and electronic equipmen and the Kasatka can handle communication and electronic jamming as well as other special operations.

OTACON
The copter's designed for survival in combat and the main systems are expandable.

OTACON
The rotors are capable of functioning if they've been punctured. In addition, the Kasatka's features a polyurethane-filled fuel tank to minimize the danger of explosion.

OTACON
However, the Kasatka cannot hold its own against a Harrier. It's only suitable for providing you with air support.

OTACON
What I'm trying to say is that it's up to you to take out the Harrier.

Will provide backup during Harrier battle

SNAKE
Raiden, I'll back you up from the chopper. If I see you run short of an Item, I'll toss it down. Make good use of those.

Attacked by Raiden

(1)

SNAKE
Raiden! Where do you think you're aiming!?

(2)

SNAKE
Stop messin' around!!

(3)

SNAKE
You have something against us that we don't know about!?

Kasatka on its last legs

(1)

SNAKE
Raiden, we're not doing so well up here. This would be a good time to get rid of that Harrier.

(2)

RAIDEN

Are you two all right!?

SNAKE

Sorry Raiden, but we're just about done unless you could do something about the Harrier.

Harrier battle - basic strategies

SNAKE

The Harrier may be designed for vertical take-off and landing, but it's a fighter after all. Agility isn't one of its strong points.

SNAKE

There's always a slight pause between its attacks. That's your opportunity.

Use the Stinger

SNAKE

Raiden, you've got those Stingers I gave you earlier, right?

RAIDEN

Portable anti-aircraft missiles? I had complete VR training in those too.

SNAKE

sarcastically Gee, I feel so much better knowing that. Hopefully, you'll know how to use them in actual battle conditions too.

*Second and subsequent times

SNAKE

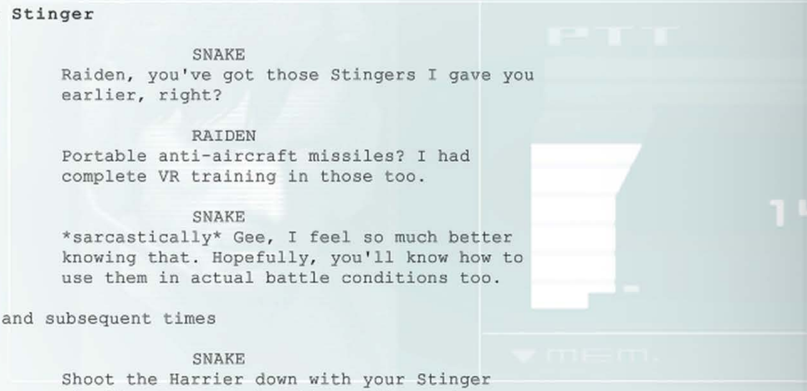
Shoot the Harrier down with your Stinger missile. But remember that while you're aiming the missile launcher, you won't be able to move around.

SNAKE

As soon as you see the Harrier headed your way, find cover.

SNAKE

Hit the First Person View Button to do a weapon quick-change. Make use of it.



1.80
TUNE

SECTION 6

After Harrier 2 Battle

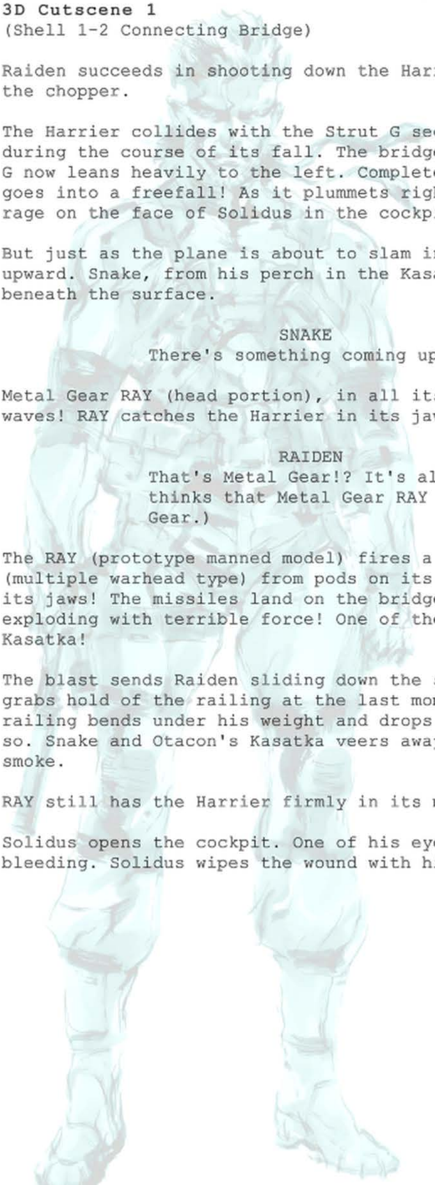
– Vamp Sniping Event

ハリアー２戦後～ヴァンプ狙撃イベント

Harrier Battle Victory 1

3D Cutscene 1

(Shell 1-2 Connecting Bridge)



Raiden succeeds in shooting down the Harrier with the help of Snake in the chopper.

The Harrier collides with the Strut G section of the connecting bridge during the course of its fall. The bridge is severely damaged, and Strut G now leans heavily to the left. Completely out of control, the Harrier goes into a freefall! As it plummets right past Raiden, he can see the rage on the face of Solidus in the cockpit.

But just as the plane is about to slam into the ocean, the water heaves upward. Snake, from his perch in the Kasatka, sees a giant shadow beneath the surface.

SNAKE

There's something coming up!

Metal Gear RAY (head portion), in all its size, breaks through the waves! RAY catches the Harrier in its jaws, saving it from destruction!

RAIDEN

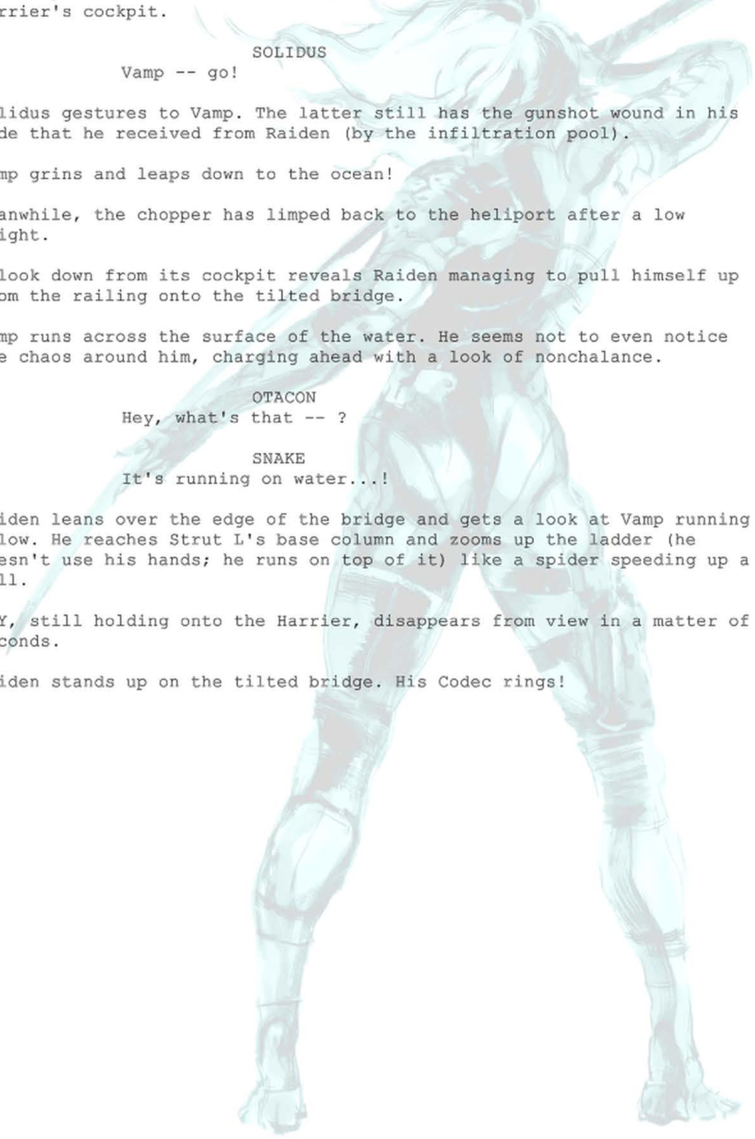
That's Metal Gear!? It's already active! (He thinks that Metal Gear RAY is the new Metal Gear.)

The RAY (prototype manned model) fires a volley of homing missiles (multiple warhead type) from pods on its back, the Harrier still between its jaws! The missiles land on the bridge as well as on Struts G and D, exploding with terrible force! One of them detonates close to the Kasatka!

The blast sends Raiden sliding down the side (railing) of Shell 2. He grabs hold of the railing at the last moment, dangling from it! The railing bends under his weight and drops with him for another 10 feet or so. Snake and Otacon's Kasatka veers away toward Shell 1, trailing smoke.

RAY still has the Harrier firmly in its mouth.

Solidus opens the cockpit. One of his eyes has been badly damaged and is bleeding. Solidus wipes the wound with his palm, utterly unmoved.



SOLIDUS
pleased They got my eye.

Vamp follows him out of the cockpit where he had been sitting in the front (pilot's seat) of the tandem seats. Solidus calls toward the Harrier's cockpit.

SOLIDUS
Vamp -- go!

Solidus gestures to Vamp. The latter still has the gunshot wound in his side that he received from Raiden (by the infiltration pool).

Vamp grins and leaps down to the ocean!

Meanwhile, the chopper has limped back to the heliport after a low flight.

A look down from its cockpit reveals Raiden managing to pull himself up from the railing onto the tilted bridge.

Vamp runs across the surface of the water. He seems not to even notice the chaos around him, charging ahead with a look of nonchalance.

OTACON
Hey, what's that -- ?

SNAKE
It's running on water...!

Raiden leans over the edge of the bridge and gets a look at Vamp running below. He reaches Strut L's base column and zooms up the ladder (he doesn't use his hands; he runs on top of it) like a spider speeding up a wall.

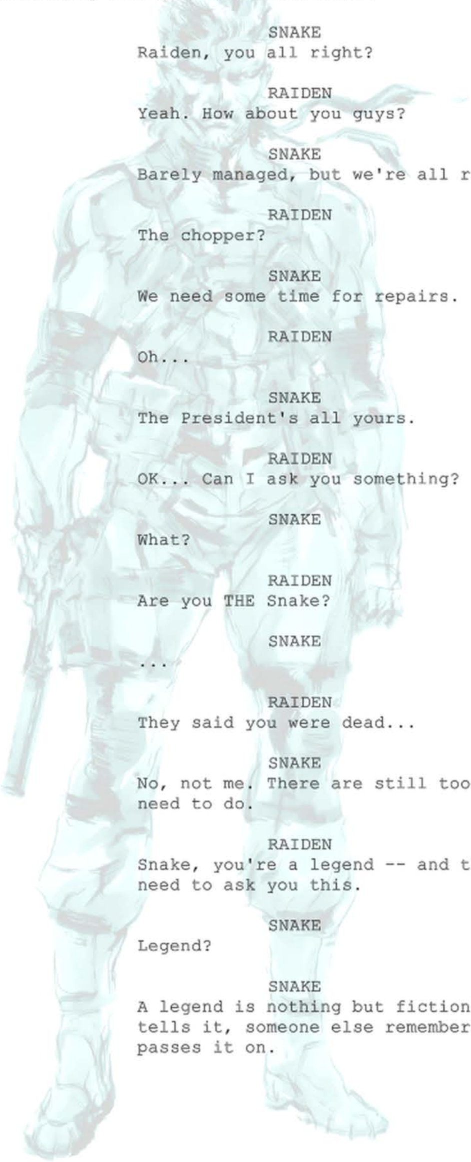
RAY, still holding onto the Harrier, disappears from view in a matter of seconds.

Raiden stands up on the tilted bridge. His Codec rings!

Harrier Battle Victory 2

Codec Call 1

(mandatory incoming call from Snake)



SNAKE
Raiden, you all right?

RAIDEN
Yeah. How about you guys?

SNAKE
Barely managed, but we're all right.

RAIDEN
The chopper?

SNAKE
We need some time for repairs.

RAIDEN
Oh...

SNAKE
The President's all yours.

RAIDEN
OK... Can I ask you something?

SNAKE
What?

RAIDEN
Are you THE Snake?

SNAKE
...

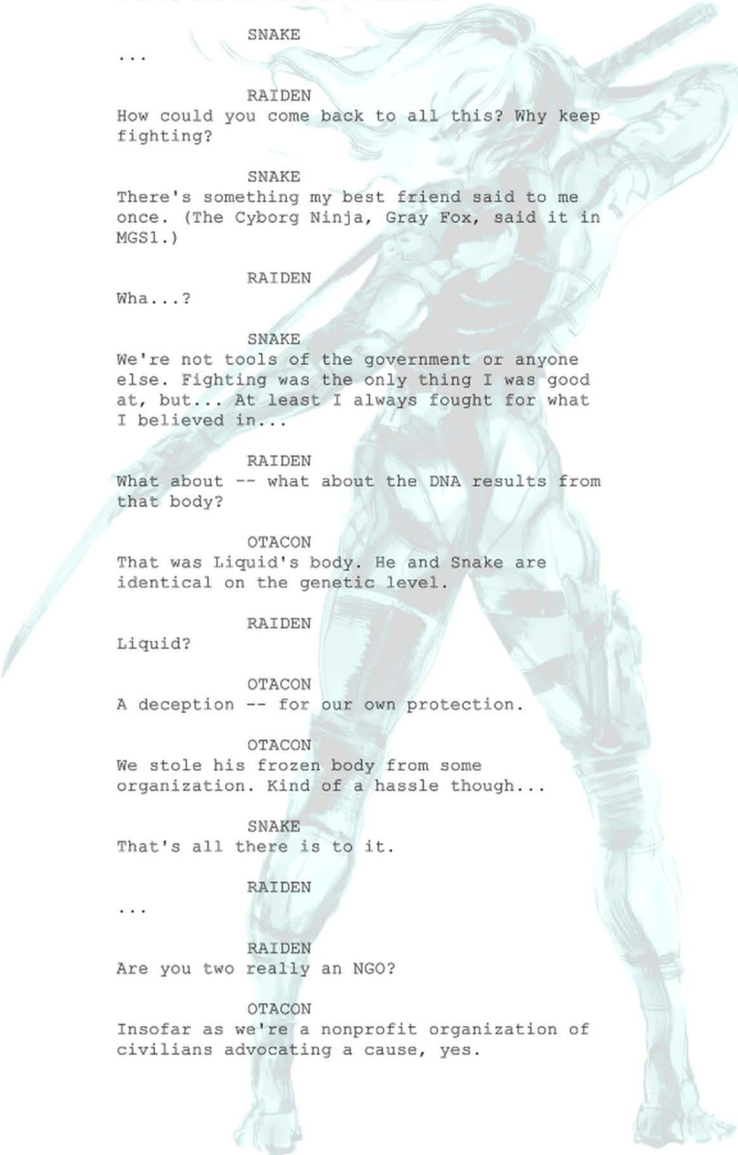
RAIDEN
They said you were dead...

SNAKE
No, not me. There are still too many things I need to do.

RAIDEN
Snake, you're a legend -- and that's why I need to ask you this.

SNAKE
Legend?

SNAKE
A legend is nothing but fiction. Someone tells it, someone else remembers, everybody passes it on.



RAIDEN
I'm here because I was assigned to this mission, not because I want to. If I could, I'd be out of here in a second.

SNAKE
...

RAIDEN
How could you come back to all this? Why keep fighting?

SNAKE
There's something my best friend said to me once. (The Cyborg Ninja, Gray Fox, said it in MGS1.)

RAIDEN
Wha...?

SNAKE
We're not tools of the government or anyone else. Fighting was the only thing I was good at, but... At least I always fought for what I believed in...

RAIDEN
What about -- what about the DNA results from that body?

OTACON
That was Liquid's body. He and Snake are identical on the genetic level.

RAIDEN
Liquid?

OTACON
A deception -- for our own protection.

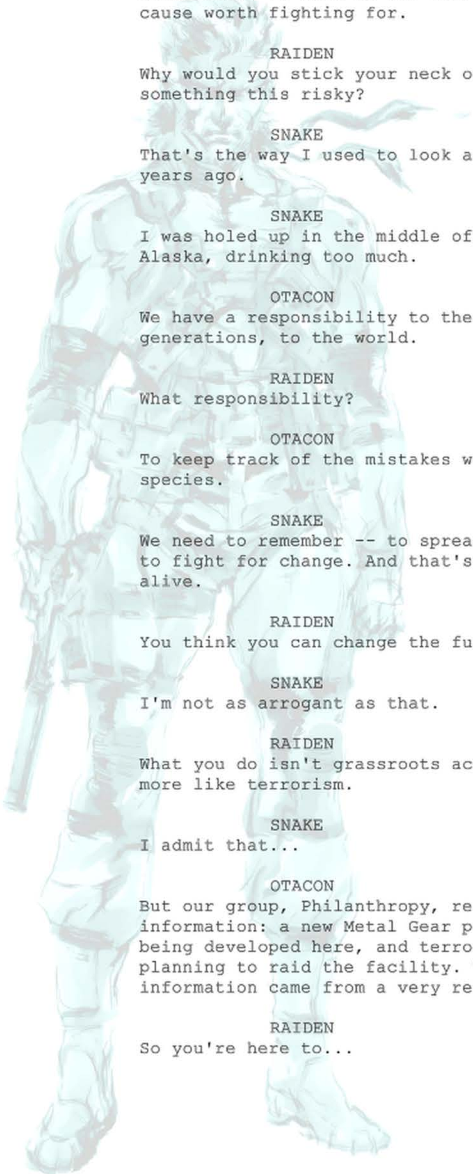
OTACON
We stole his frozen body from some organization. Kind of a hassle though...

SNAKE
That's all there is to it.

RAIDEN
...

RAIDEN
Are you two really an NGO?

OTACON
Insofar as we're a nonprofit organization of civilians advocating a cause, yes.



SNAKE
The cause happens to be the eradication of Metal Gear. We work on our own. But it's a cause worth fighting for.

RAIDEN
Why would you stick your neck out for something this risky?

SNAKE
That's the way I used to look at it, four years ago.

SNAKE
I was holed up in the middle of nowhere in Alaska, drinking too much.

OTACON
We have a responsibility to the coming generations, to the world.

RAIDEN
What responsibility?

OTACON
To keep track of the mistakes we've made as a species.

SNAKE
We need to remember -- to spread the word -- to fight for change. And that's what keeps me alive.

RAIDEN
You think you can change the future?

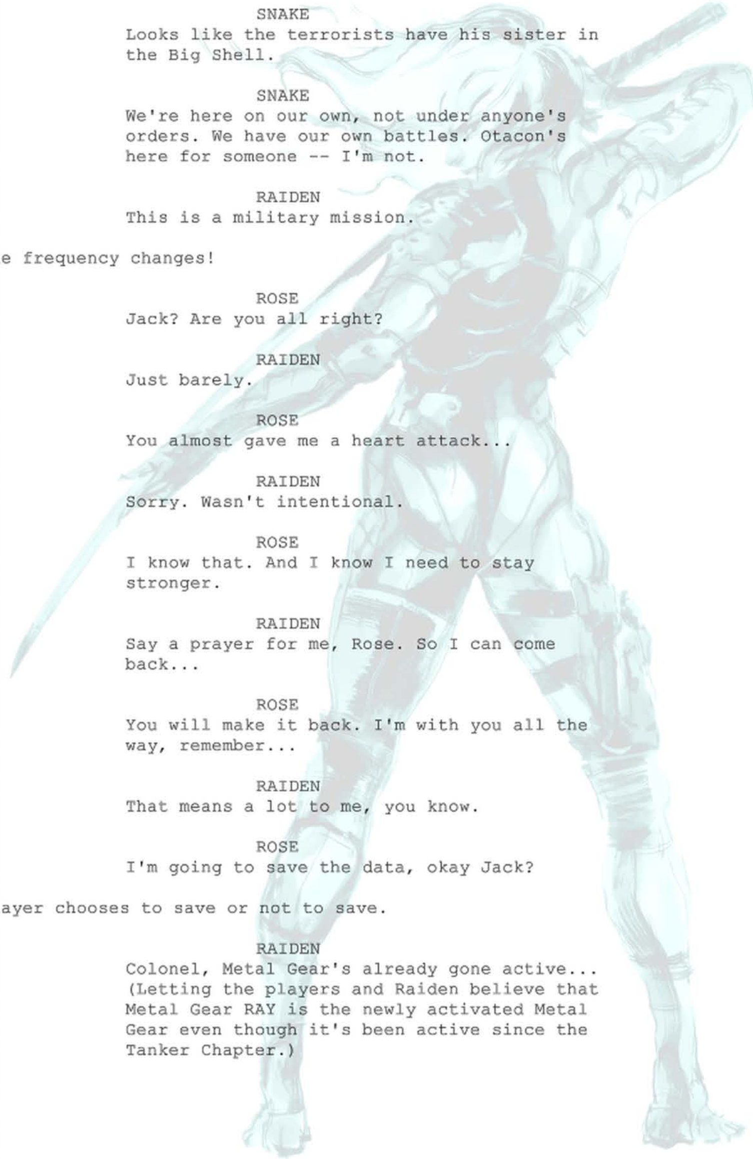
SNAKE
I'm not as arrogant as that.

RAIDEN
What you do isn't grassroots activism. It's more like terrorism.

SNAKE
I admit that...

OTACON
But our group, Philanthropy, received some information: a new Metal Gear prototype was being developed here, and terrorists were planning to raid the facility. The information came from a very reliable source.

RAIDEN
So you're here to...



OTACON
We're here to stop all that, but I also have a personal motive.

SNAKE
Looks like the terrorists have his sister in the Big Shell.

SNAKE
We're here on our own, not under anyone's orders. We have our own battles. Otacon's here for someone -- I'm not.

RAIDEN
This is a military mission.

The frequency changes!

ROSE
Jack? Are you all right?

RAIDEN
Just barely.

ROSE
You almost gave me a heart attack...

RAIDEN
Sorry. Wasn't intentional.

ROSE
I know that. And I know I need to stay stronger.

RAIDEN
Say a prayer for me, Rose. So I can come back...

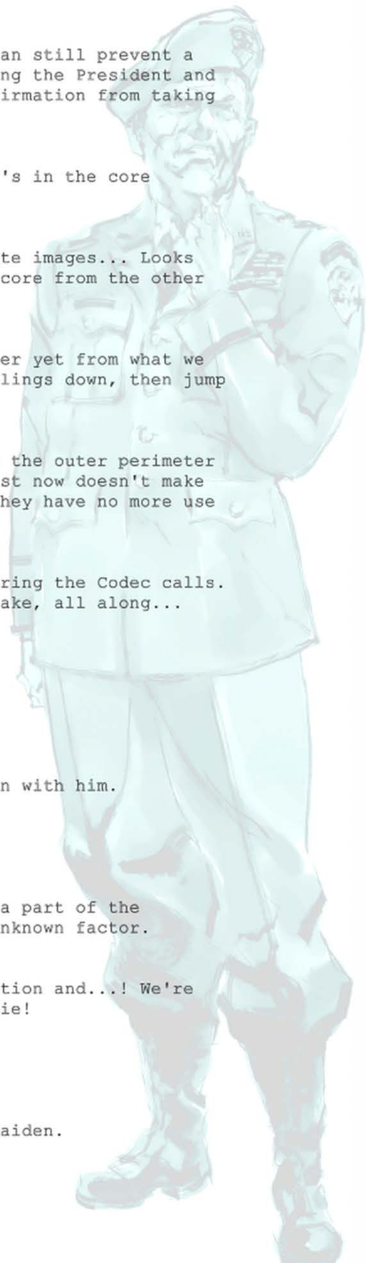
ROSE
You will make it back. I'm with you all the way, remember...

RAIDEN
That means a lot to me, you know.

ROSE
I'm going to save the data, okay Jack?

Player chooses to save or not to save.

RAIDEN
Colonel, Metal Gear's already gone active... (Letting the players and Raiden believe that Metal Gear RAY is the newly activated Metal Gear even though it's been active since the Tanker Chapter.)



COLONEL
It's not too late. You can still prevent a nuclear strike by securing the President and preventing password confirmation from taking place.

COLONEL
Get to the President. He's in the core section of Shell 2.

ROSE
I'm checking the satellite images... Looks like you can get to the core from the other side of Strut L.

COLONEL
The core hasn't gone under yet from what we can tell. Follow the railings down, then jump onto the pipes.

ROSE
The only viable strut in the outer perimeter is the L. That attack just now doesn't make any sense -- it's like they have no more use for this place.

RAIDEN
Colonel, you were monitoring the Codec calls. That man was the real Snake, all along...

COLONEL
Maybe.

RAIDEN
Maybe?

COLONEL
Don't let your guard down with him.

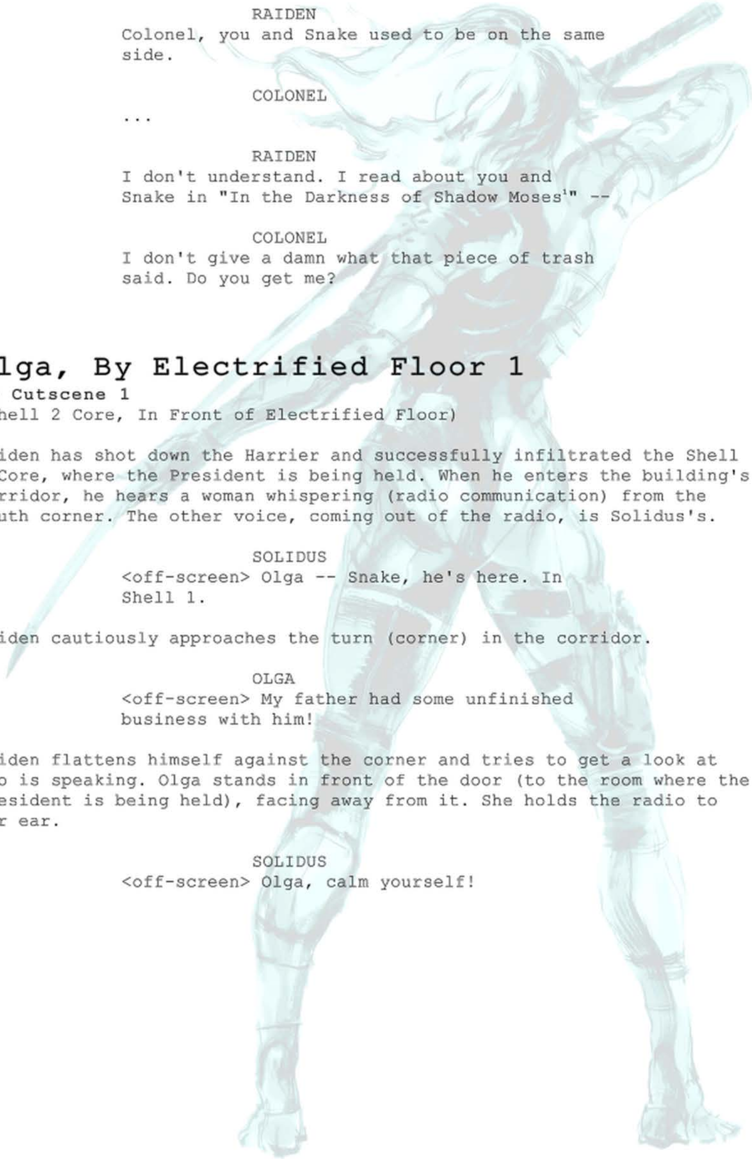
RAIDEN
Why do you say that?

COLONEL
Because they were never a part of the simulation. They're an unknown factor.

RAIDEN
You can take your simulation and...! We're out here, we bleed, we die!

ROSE
Calm down!

COLONEL
I suggest that you do, Raiden.



COLONEL
Even if that is Snake, that has no bearing on your mission.

RAIDEN
Colonel, you and Snake used to be on the same side.

COLONEL
...

RAIDEN
I don't understand. I read about you and Snake in "In the Darkness of Shadow Moses[1]" --

COLONEL
I don't give a damn what that piece of trash said. Do you get me?

Olga, By Electrified Floor 1

3D Cutscene 1

(Shell 2 Core, In Front of Electrified Floor)

Raiden has shot down the Harrier and successfully infiltrated the Shell 2 Core, where the President is being held. When he enters the building's corridor, he hears a woman whispering (radio communication) from the south corner. The other voice, coming out of the radio, is Solidus's.

SOLIDUS
<off-screen> Olga -- Snake, he's here. In Shell 1.

Raiden cautiously approaches the turn (corner) in the corridor.

OLGA
<off-screen> My father had some unfinished business with him!

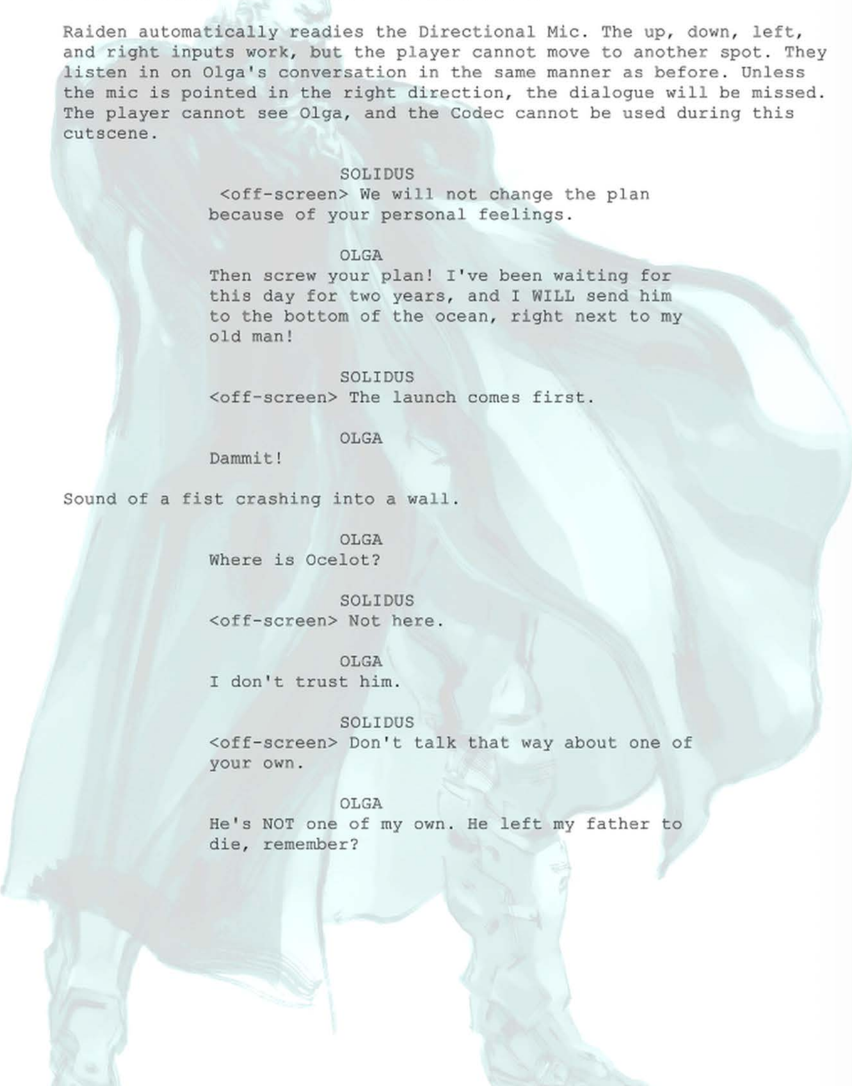
Raiden flattens himself against the corner and tries to get a look at who is speaking. Olga stands in front of the door (to the room where the President is being held), facing away from it. She holds the radio to her ear.

SOLIDUS
<off-screen> Olga, calm yourself!

Olga, By Electrified Floor 2

Interactive First Person Cutscene 1

(Shell 2 Core, In Front of Electrified Floor)



Raiden automatically readies the Directional Mic. The up, down, left, and right inputs work, but the player cannot move to another spot. They listen in on Olga's conversation in the same manner as before. Unless the mic is pointed in the right direction, the dialogue will be missed. The player cannot see Olga, and the Codec cannot be used during this cutscene.

SOLIDUS

<off-screen> We will not change the plan because of your personal feelings.

OLGA

Then screw your plan! I've been waiting for this day for two years, and I WILL send him to the bottom of the ocean, right next to my old man!

SOLIDUS

<off-screen> The launch comes first.

OLGA

Dammit!

Sound of a fist crashing into a wall.

OLGA

Where is Ocelot?

SOLIDUS

<off-screen> Not here.

OLGA

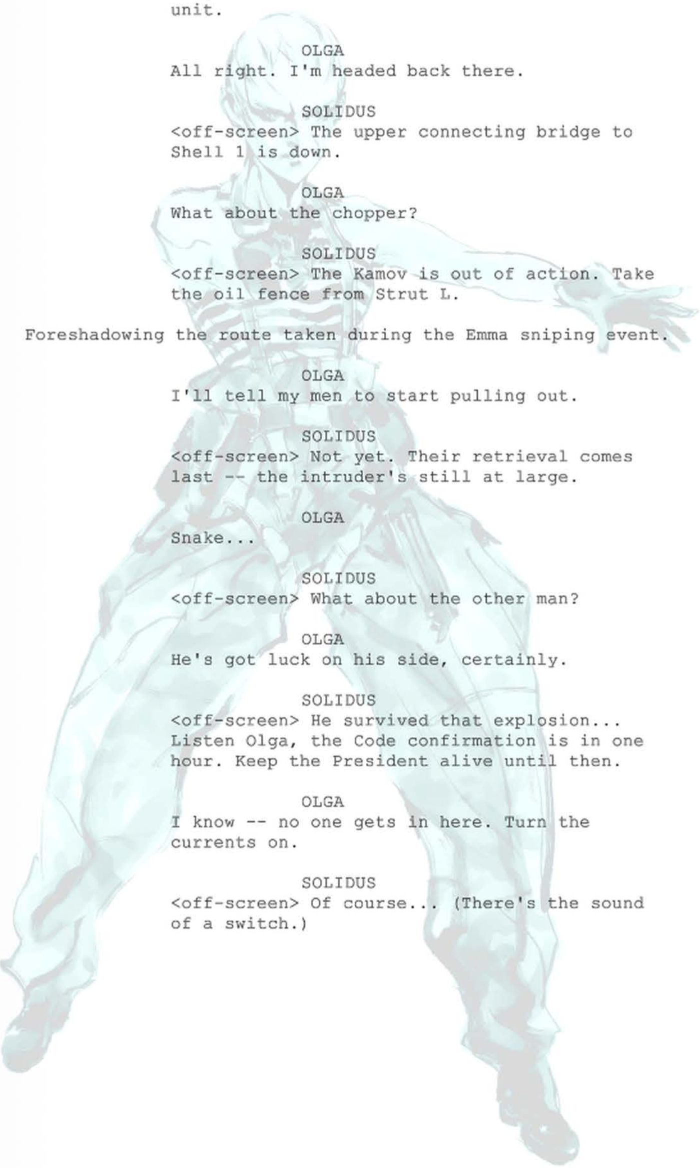
I don't trust him.

SOLIDUS

<off-screen> Don't talk that way about one of your own.

OLGA

He's NOT one of my own. He left my father to die, remember?



SOLIDUS
<off-screen> Olga, we'll talk later. We need to get started on the final checks for the unit.

OLGA
All right. I'm headed back there.

SOLIDUS
<off-screen> The upper connecting bridge to Shell 1 is down.

OLGA
What about the chopper?

SOLIDUS
<off-screen> The Kamov is out of action. Take the oil fence from Strut L.

Foreshadowing the route taken during the Emma sniping event.

OLGA
I'll tell my men to start pulling out.

SOLIDUS
<off-screen> Not yet. Their retrieval comes last -- the intruder's still at large.

OLGA
Snake...

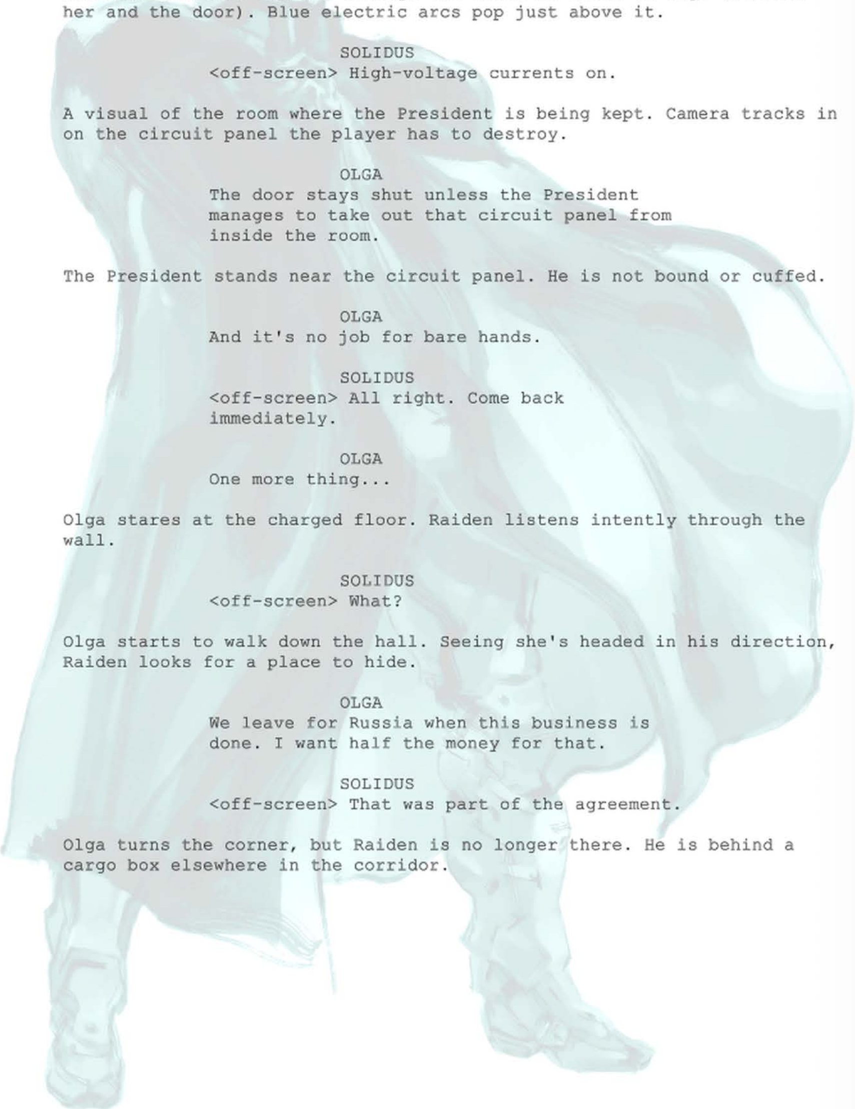
SOLIDUS
<off-screen> What about the other man?

OLGA
He's got luck on his side, certainly.

SOLIDUS
<off-screen> He survived that explosion... Listen Olga, the Code confirmation is in one hour. Keep the President alive until then.

OLGA
I know -- no one gets in here. Turn the currents on.

SOLIDUS
<off-screen> Of course... (There's the sound of a switch.)



Olga, By Electrified Floor 3

3D Cutscene 2
(Shell 2 Core, In Front of Electrified Floor)

Electric currents crackle through the floor in front of Olga (between her and the door). Blue electric arcs pop just above it.

SOLIDUS
<off-screen> High-voltage currents on.

A visual of the room where the President is being kept. Camera tracks in on the circuit panel the player has to destroy.

OLGA
The door stays shut unless the President manages to take out that circuit panel from inside the room.

The President stands near the circuit panel. He is not bound or cuffed.

OLGA
And it's no job for bare hands.

SOLIDUS
<off-screen> All right. Come back immediately.

OLGA
One more thing...

Olga stares at the charged floor. Raiden listens intently through the wall.

SOLIDUS
<off-screen> What?

Olga starts to walk down the hall. Seeing she's headed in his direction, Raiden looks for a place to hide.

OLGA
We leave for Russia when this business is done. I want half the money for that.

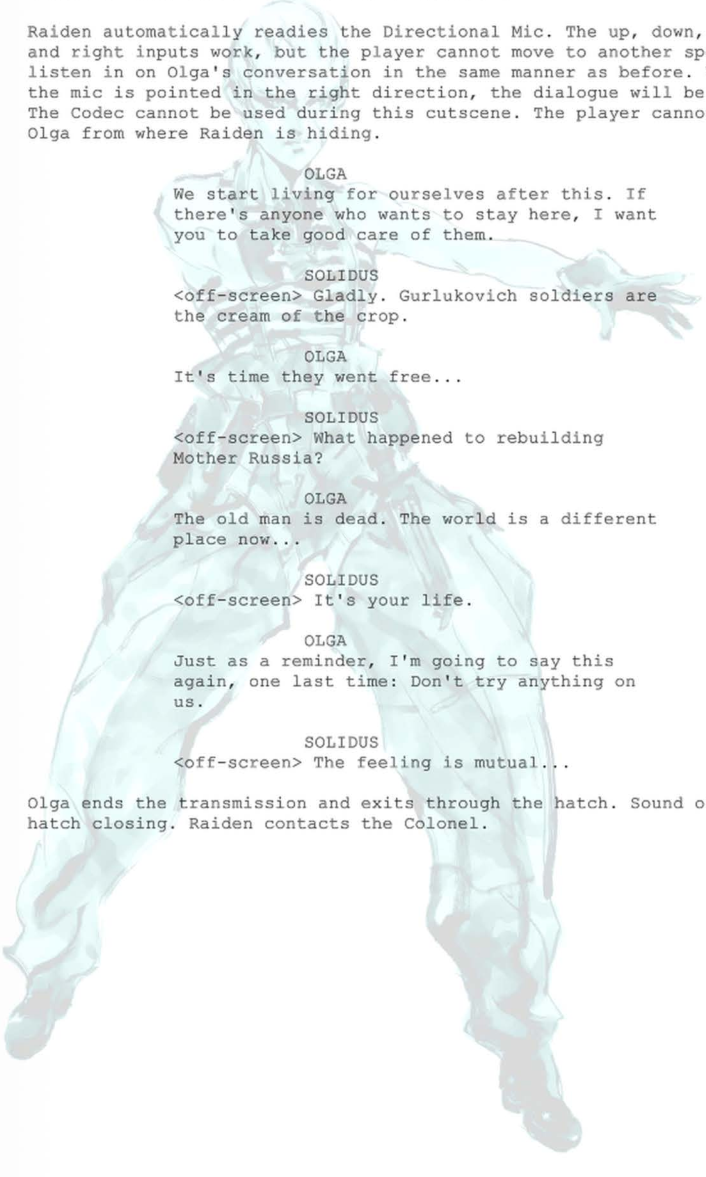
SOLIDUS
<off-screen> That was part of the agreement.

Olga turns the corner, but Raiden is no longer there. He is behind a cargo box elsewhere in the corridor.

Olga, By Electrified Floor 4

Interactive First Person Cutscene 2

(Shell 2 Core, In Front of Electrified Floor)



Raiden automatically readies the Directional Mic. The up, down, left, and right inputs work, but the player cannot move to another spot. They listen in on Olga's conversation in the same manner as before. Unless the mic is pointed in the right direction, the dialogue will be missed. The Codec cannot be used during this cutscene. The player cannot see Olga from where Raiden is hiding.

OLGA

We start living for ourselves after this. If there's anyone who wants to stay here, I want you to take good care of them.

SOLIDUS

<off-screen> Gladly. Gurlukovich soldiers are the cream of the crop.

OLGA

It's time they went free...

SOLIDUS

<off-screen> What happened to rebuilding Mother Russia?

OLGA

The old man is dead. The world is a different place now...

SOLIDUS

<off-screen> It's your life.

OLGA

Just as a reminder, I'm going to say this again, one last time: Don't try anything on us.

SOLIDUS

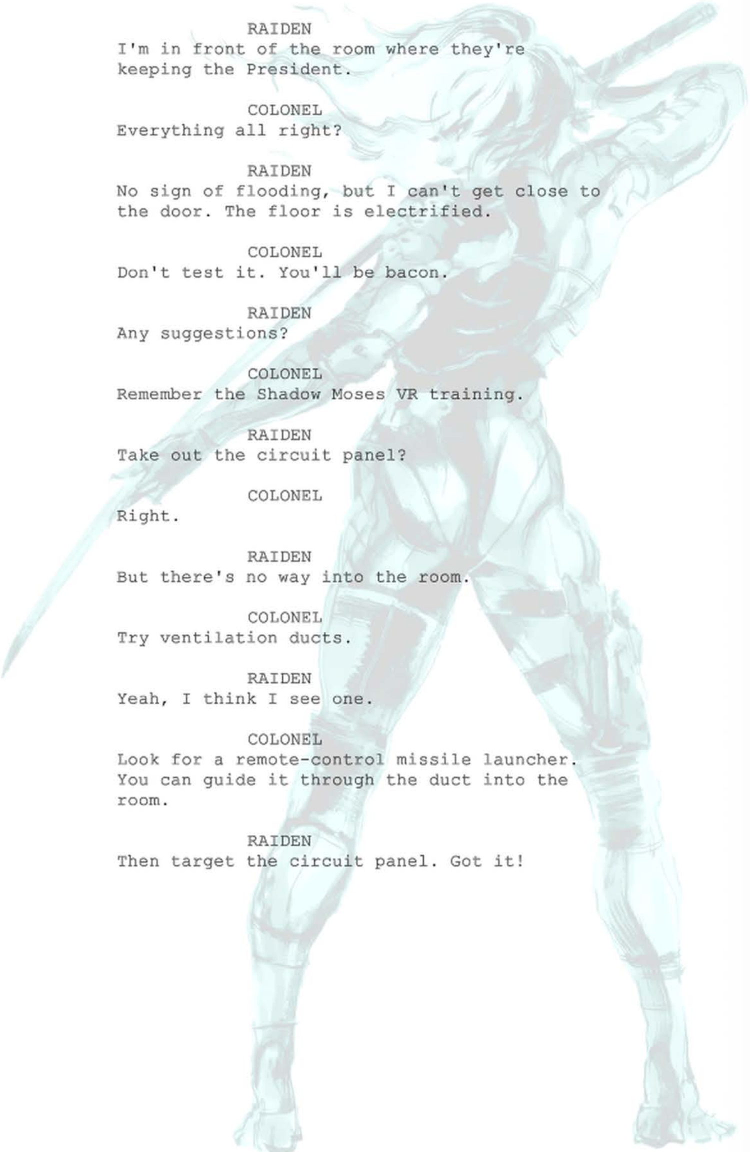
<off-screen> The feeling is mutual...

Olga ends the transmission and exits through the hatch. Sound of the hatch closing. Raiden contacts the Colonel.

Olga, By Electrified Floor 5

Codec Call 1

(mandatory outgoing call to the Colonel)



RAIDEN
I'm in front of the room where they're keeping the President.

COLONEL
Everything all right?

RAIDEN
No sign of flooding, but I can't get close to the door. The floor is electrified.

COLONEL
Don't test it. You'll be bacon.

RAIDEN
Any suggestions?

COLONEL
Remember the Shadow Moses VR training.

RAIDEN
Take out the circuit panel?

COLONEL
Right.

RAIDEN
But there's no way into the room.

COLONEL
Try ventilation ducts.

RAIDEN
Yeah, I think I see one.

COLONEL
Look for a remote-control missile launcher. You can guide it through the duct into the room.

RAIDEN
Then target the circuit panel. Got it!

Smaller screen-within-a-screen. Visuals for the remote-controlled missile sequence. What is shown is the most difficult course.

COLONEL
Right. But make sure you don't hit the President.

RAIDEN
The President is wired with nanomachines. If we know the frequency, I can raise him...

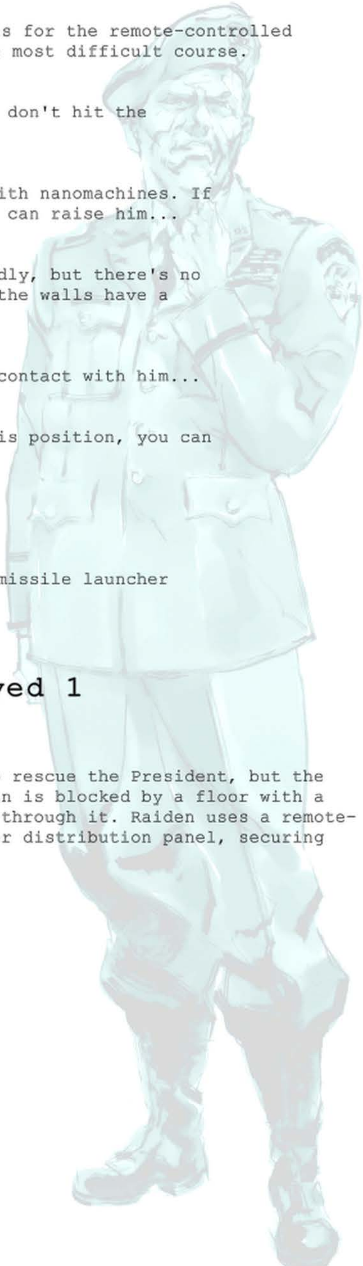
COLONEL
We've tried that repeatedly, but there's no response. It looks like the walls have a built-in radio shield.

RAIDEN
So that's why Ames lost contact with him...

COLONEL
If you need to confirm his position, you can log into the node.

RAIDEN
Understood.

COLONEL
Locate a remote-control missile launcher first.



Circuit Panel Destroyed 1

3D Cutscene 1

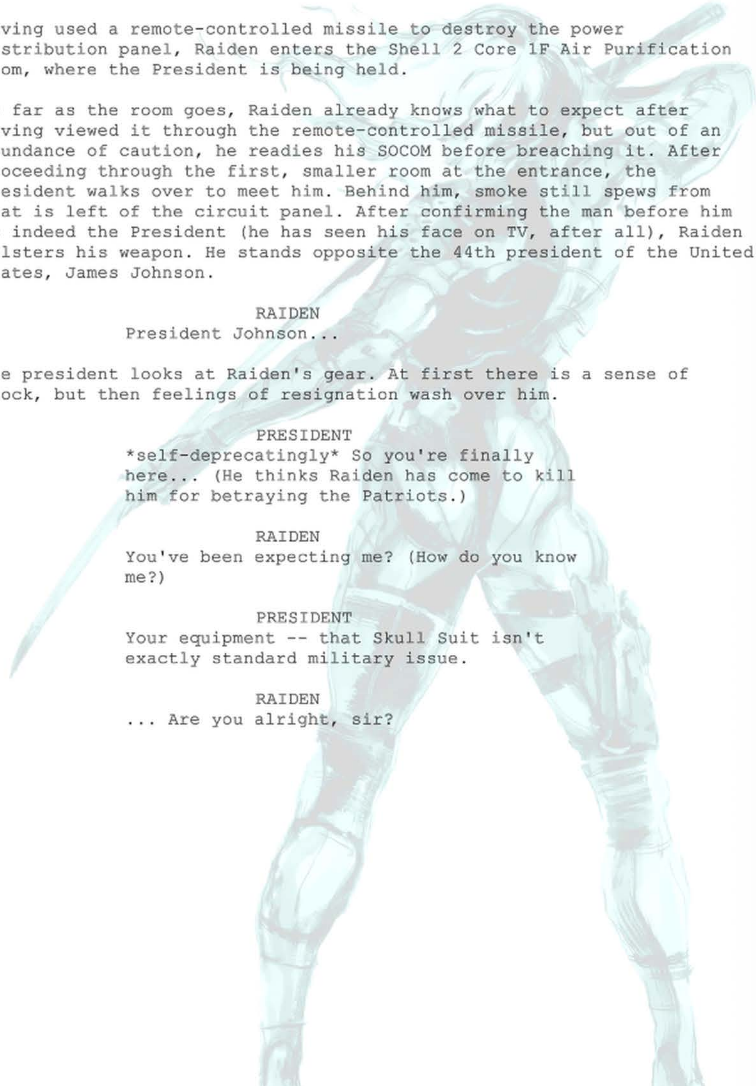
((NM) - Air Purification Room)

Raiden has come to the Shell 2 Core to rescue the President, but the entrance to the room he's being held in is blocked by a floor with a high-voltage electric current running through it. Raiden uses a remote-controlled missile to destroy the power distribution panel, securing access to the president's room.

The President 1

3D Cutscene 1

(MC)



Having used a remote-controlled missile to destroy the power distribution panel, Raiden enters the Shell 2 Core 1F Air Purification Room, where the President is being held.

As far as the room goes, Raiden already knows what to expect after having viewed it through the remote-controlled missile, but out of an abundance of caution, he readies his SOCOM before breaching it. After proceeding through the first, smaller room at the entrance, the President walks over to meet him. Behind him, smoke still spews from what is left of the circuit panel. After confirming the man before him is indeed the President (he has seen his face on TV, after all), Raiden holsters his weapon. He stands opposite the 44th president of the United States, James Johnson.

RAIDEN

President Johnson...

The president looks at Raiden's gear. At first there is a sense of shock, but then feelings of resignation wash over him.

PRESIDENT

self-deprecatingly So you're finally here... (He thinks Raiden has come to kill him for betraying the Patriots.)

RAIDEN

You've been expecting me? (How do you know me?)

PRESIDENT

Your equipment -- that Skull Suit isn't exactly standard military issue.

RAIDEN

... Are you alright, sir?

Raiden looks the President over. There are no signs of injury anywhere.

The president can't help but be perplexed by Raiden's concern for his well-being.

PRESIDENT
Is this some kind of sick joke?

RAIDEN
?

The President pats some dirt off his suit and straightens his crooked tie.

PRESIDENT
I thought you came to kill me...

RAIDEN
?

The President approaches Raiden.

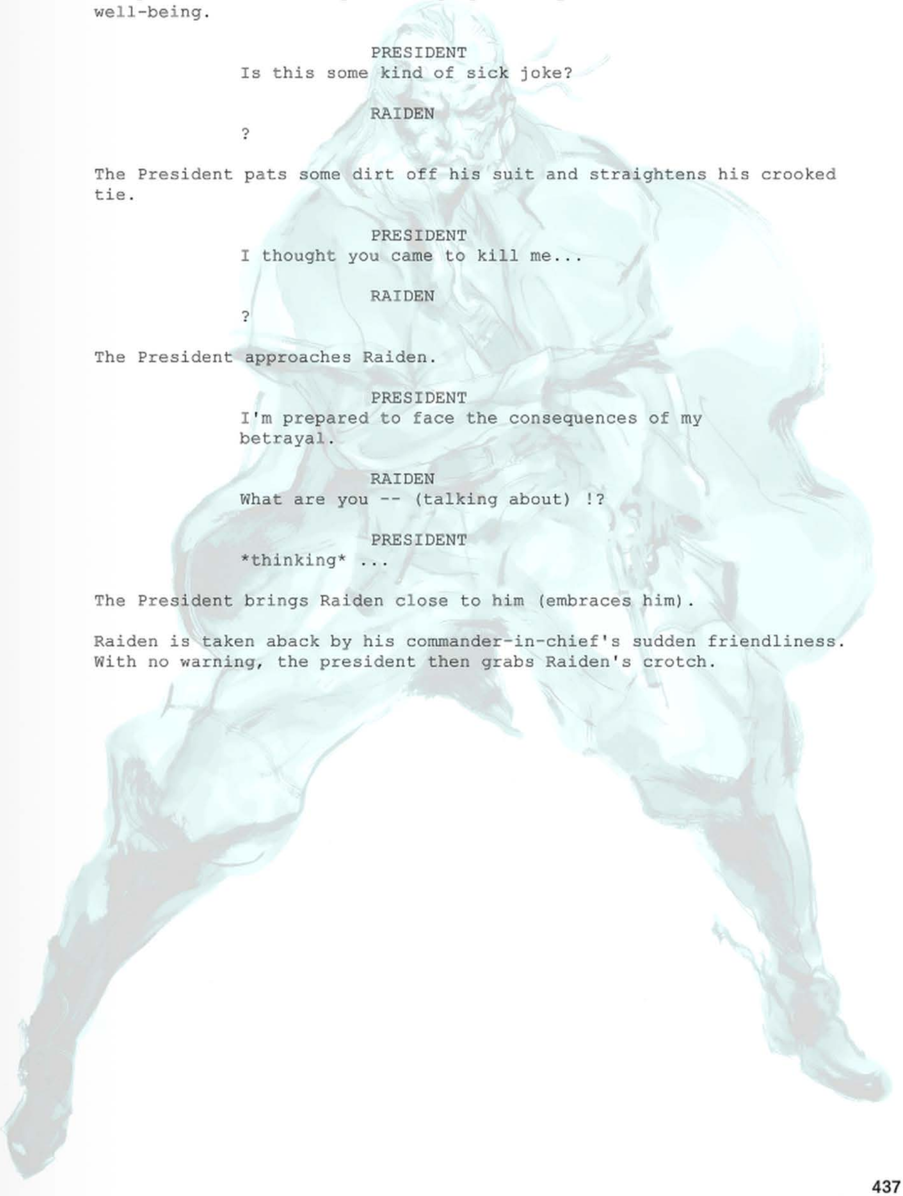
PRESIDENT
I'm prepared to face the consequences of my betrayal.

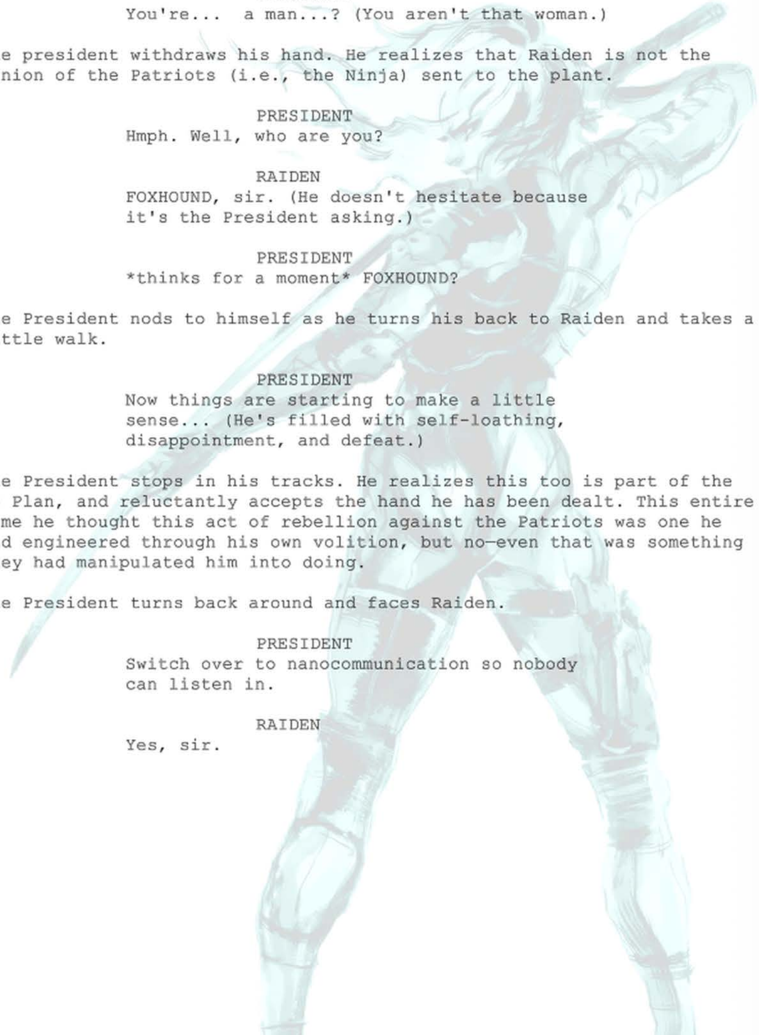
RAIDEN
What are you -- (talking about) !?

PRESIDENT
thinking ...

The President brings Raiden close to him (embraces him).

Raiden is taken aback by his commander-in-chief's sudden friendliness. With no warning, the president then grabs Raiden's crotch.





RAIDEN
confused What the --!

PRESIDENT
You're... a man...? (You aren't that woman.)

The president withdraws his hand. He realizes that Raiden is not the minion of the Patriots (i.e., the Ninja) sent to the plant.

PRESIDENT
Hmph. Well, who are you?

RAIDEN
FOXHOUND, sir. (He doesn't hesitate because it's the President asking.)

PRESIDENT
thinks for a moment FOXHOUND?

The President nods to himself as he turns his back to Raiden and takes a little walk.

PRESIDENT
Now things are starting to make a little sense... (He's filled with self-loathing, disappointment, and defeat.)

The President stops in his tracks. He realizes this too is part of the S3 Plan, and reluctantly accepts the hand he has been dealt. This entire time he thought this act of rebellion against the Patriots was one he had engineered through his own volition, but no—even that was something they had manipulated him into doing.

The President turns back around and faces Raiden.

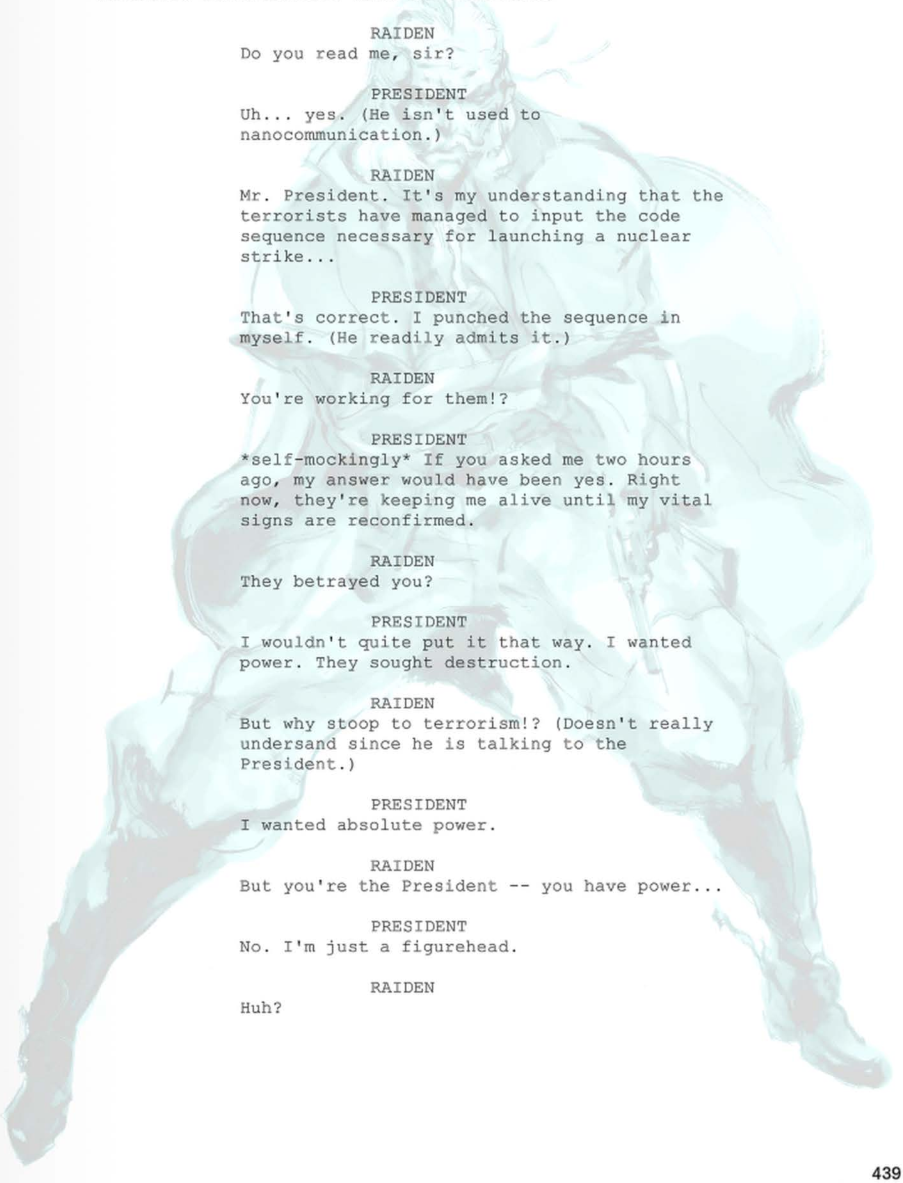
PRESIDENT
Switch over to nanocommunication so nobody can listen in.

RAIDEN
Yes, sir.

The President 2

Codec Call 1

(internal communication with the President)



RAIDEN
Do you read me, sir?

PRESIDENT
Uh... yes. (He isn't used to nanocommunication.)

RAIDEN
Mr. President. It's my understanding that the terrorists have managed to input the code sequence necessary for launching a nuclear strike...

PRESIDENT
That's correct. I punched the sequence in myself. (He readily admits it.)

RAIDEN
You're working for them!?

PRESIDENT
self-mockingly If you asked me two hours ago, my answer would have been yes. Right now, they're keeping me alive until my vital signs are reconfirmed.

RAIDEN
They betrayed you?

PRESIDENT
I wouldn't quite put it that way. I wanted power. They sought destruction.

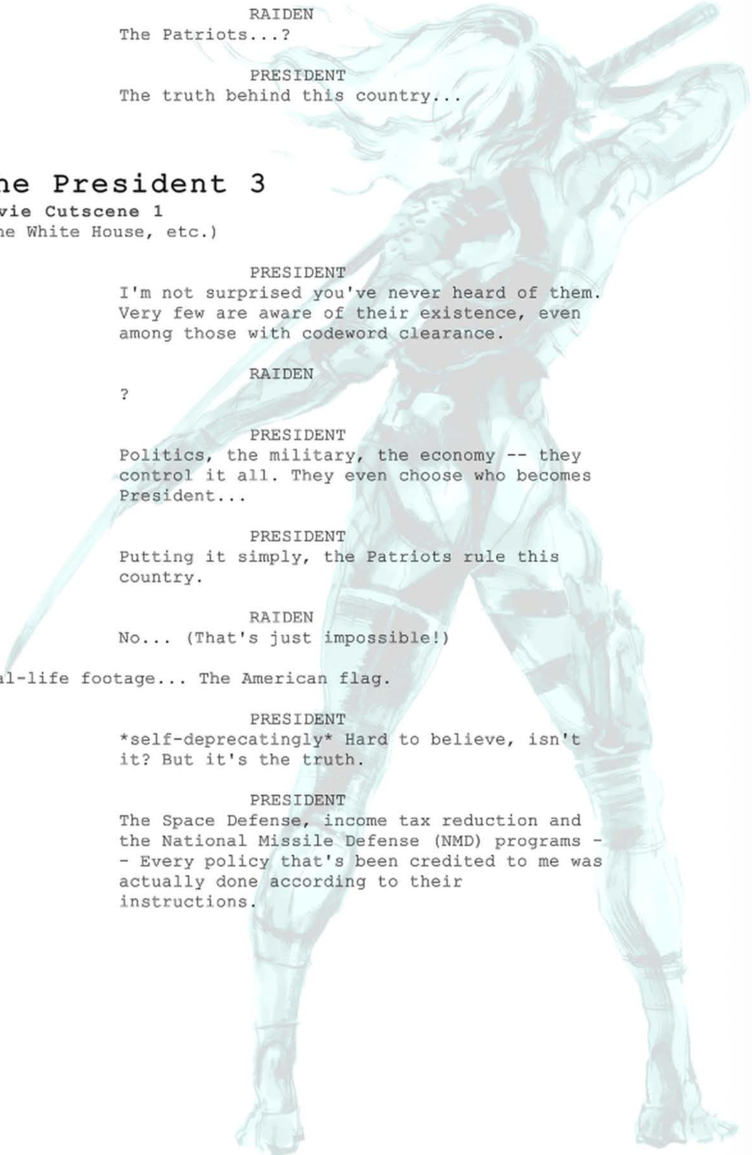
RAIDEN
But why stoop to terrorism!? (Doesn't really undersand since he is talking to the President.)

PRESIDENT
I wanted absolute power.

RAIDEN
But you're the President -- you have power...

PRESIDENT
No. I'm just a figurehead.

RAIDEN
Huh?



PRESIDENT
I don't have any control. The real power is in the Patriots' hands.

RAIDEN
The Patriots...?

PRESIDENT
The truth behind this country...

The President 3

Movie Cutscene 1

(the White House, etc.)

PRESIDENT
I'm not surprised you've never heard of them. Very few are aware of their existence, even among those with codeword clearance.

RAIDEN
?

PRESIDENT
Politics, the military, the economy -- they control it all. They even choose who becomes President...

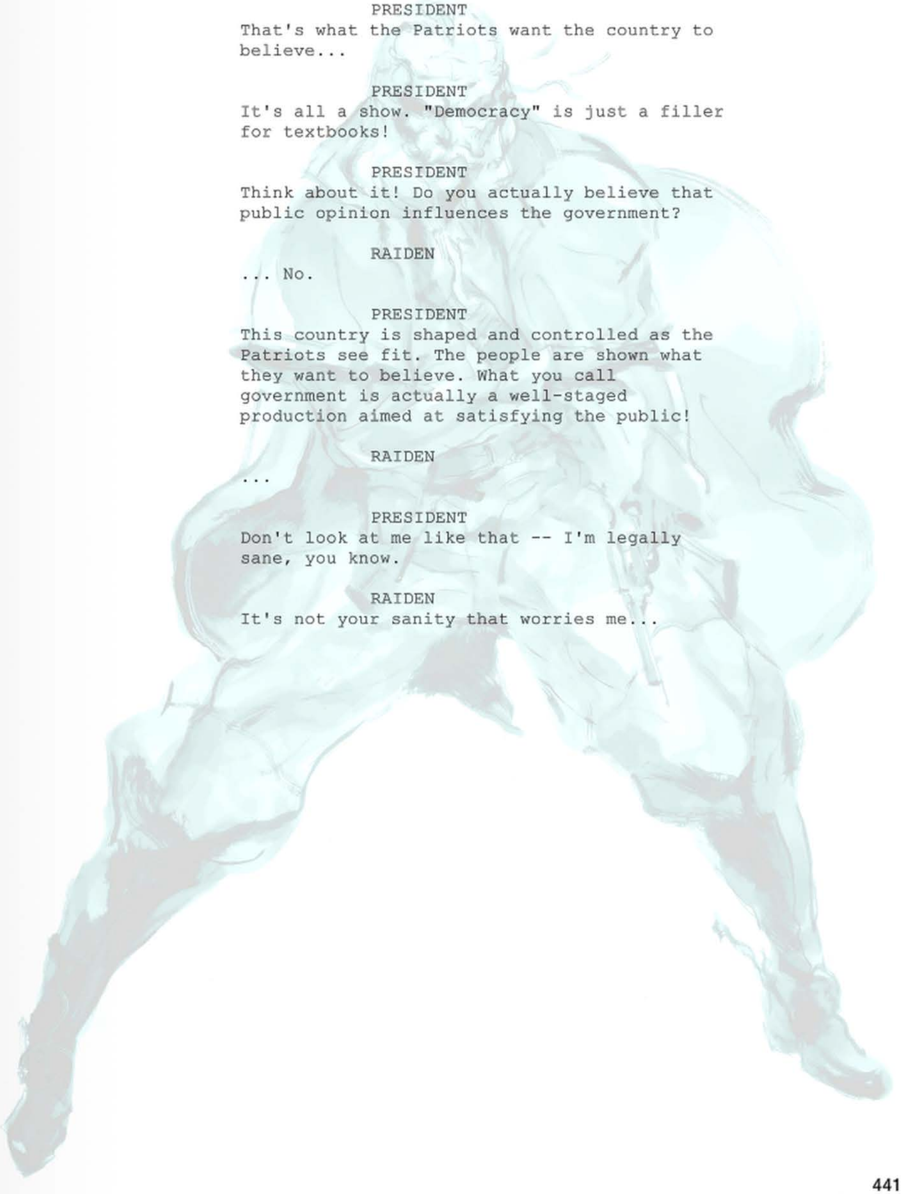
PRESIDENT
Putting it simply, the Patriots rule this country.

RAIDEN
No... (That's just impossible!)

Real-life footage... The American flag.

PRESIDENT
self-deprecatingly Hard to believe, isn't it? But it's the truth.

PRESIDENT
The Space Defense, income tax reduction and the National Missile Defense (NMD) programs -- Every policy that's been credited to me was actually done according to their instructions.



RAIDEN
Space Defense was initiated by Congress...

PRESIDENT
That's what the Patriots want the country to believe...

PRESIDENT
It's all a show. "Democracy" is just a filler for textbooks!

PRESIDENT
Think about it! Do you actually believe that public opinion influences the government?

RAIDEN
... No.

PRESIDENT
This country is shaped and controlled as the Patriots see fit. The people are shown what they want to believe. What you call government is actually a well-staged production aimed at satisfying the public!

RAIDEN
...

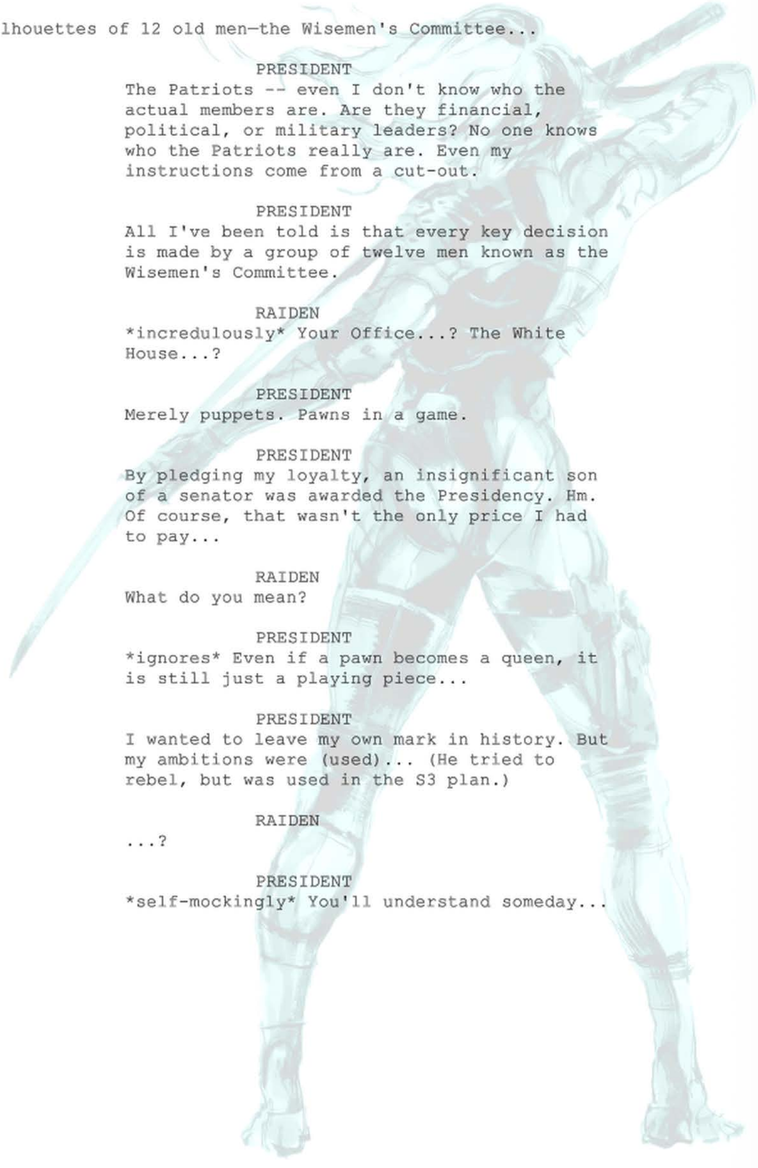
PRESIDENT
Don't look at me like that -- I'm legally sane, you know.

RAIDEN
It's not your sanity that worries me...

The President 4

Movie Cutscene 2

(Patriots PICT)



Silhouettes of 12 old men—the Wisemen's Committee...

PRESIDENT
The Patriots -- even I don't know who the actual members are. Are they financial, political, or military leaders? No one knows who the Patriots really are. Even my instructions come from a cut-out.

PRESIDENT
All I've been told is that every key decision is made by a group of twelve men known as the Wisemen's Committee.

RAIDEN
incredulously Your Office...? The White House...?

PRESIDENT
Merely puppets. Pawns in a game.

PRESIDENT
By pledging my loyalty, an insignificant son of a senator was awarded the Presidency. Hm. Of course, that wasn't the only price I had to pay...

RAIDEN
What do you mean?

PRESIDENT
ignores Even if a pawn becomes a queen, it is still just a playing piece...

PRESIDENT
I wanted to leave my own mark in history. But my ambitions were (used)... (He tried to rebel, but was used in the S3 plan.)

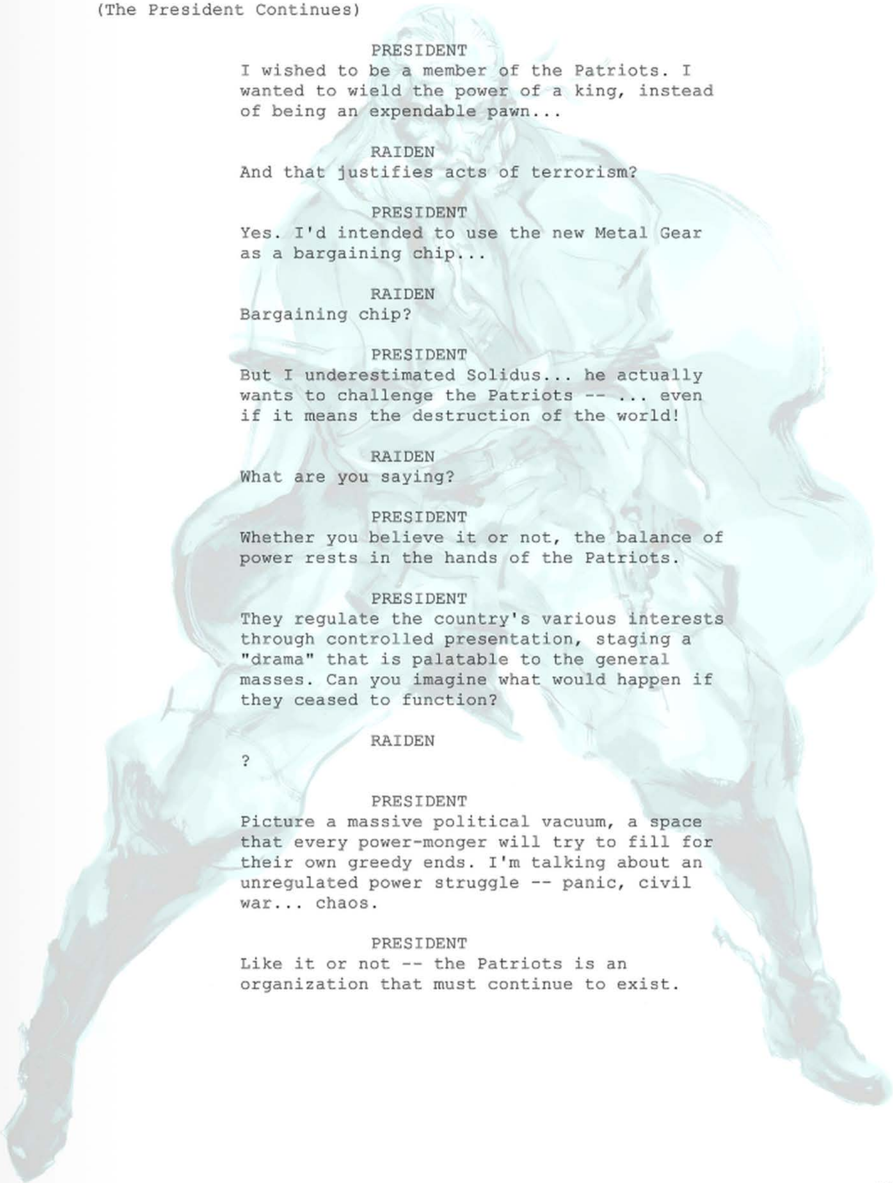
RAIDEN
...?

PRESIDENT
self-mockingly You'll understand someday...

The President 5

Codec Call 2

(The President Continues)



PRESIDENT
I wished to be a member of the Patriots. I wanted to wield the power of a king, instead of being an expendable pawn...

RAIDEN
And that justifies acts of terrorism?

PRESIDENT
Yes. I'd intended to use the new Metal Gear as a bargaining chip...

RAIDEN
Bargaining chip?

PRESIDENT
But I underestimated Solidus... he actually wants to challenge the Patriots -- ... even if it means the destruction of the world!

RAIDEN
What are you saying?

PRESIDENT
Whether you believe it or not, the balance of power rests in the hands of the Patriots.

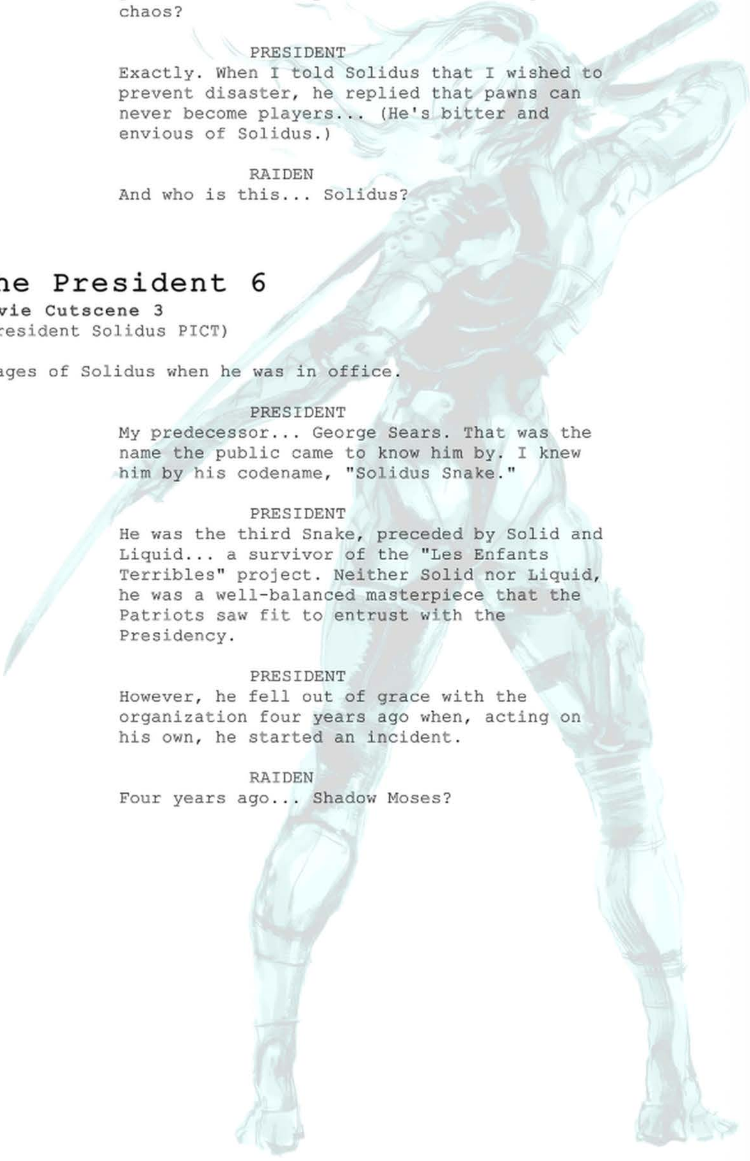
PRESIDENT
They regulate the country's various interests through controlled presentation, staging a "drama" that is palatable to the general masses. Can you imagine what would happen if they ceased to function?

RAIDEN

?

PRESIDENT
Picture a massive political vacuum, a space that every power-monger will try to fill for their own greedy ends. I'm talking about an unregulated power struggle -- panic, civil war... chaos.

PRESIDENT
Like it or not -- the Patriots is an organization that must continue to exist.



RAIDEN
sarcastically since the President participated in terrorism So you changed your mind because you wanted to avoid global chaos?

PRESIDENT
Exactly. When I told Solidus that I wished to prevent disaster, he replied that pawns can never become players... (He's bitter and envious of Solidus.)

RAIDEN
And who is this... Solidus?

The President 6

Movie Cutscene 3
(President Solidus PICT)

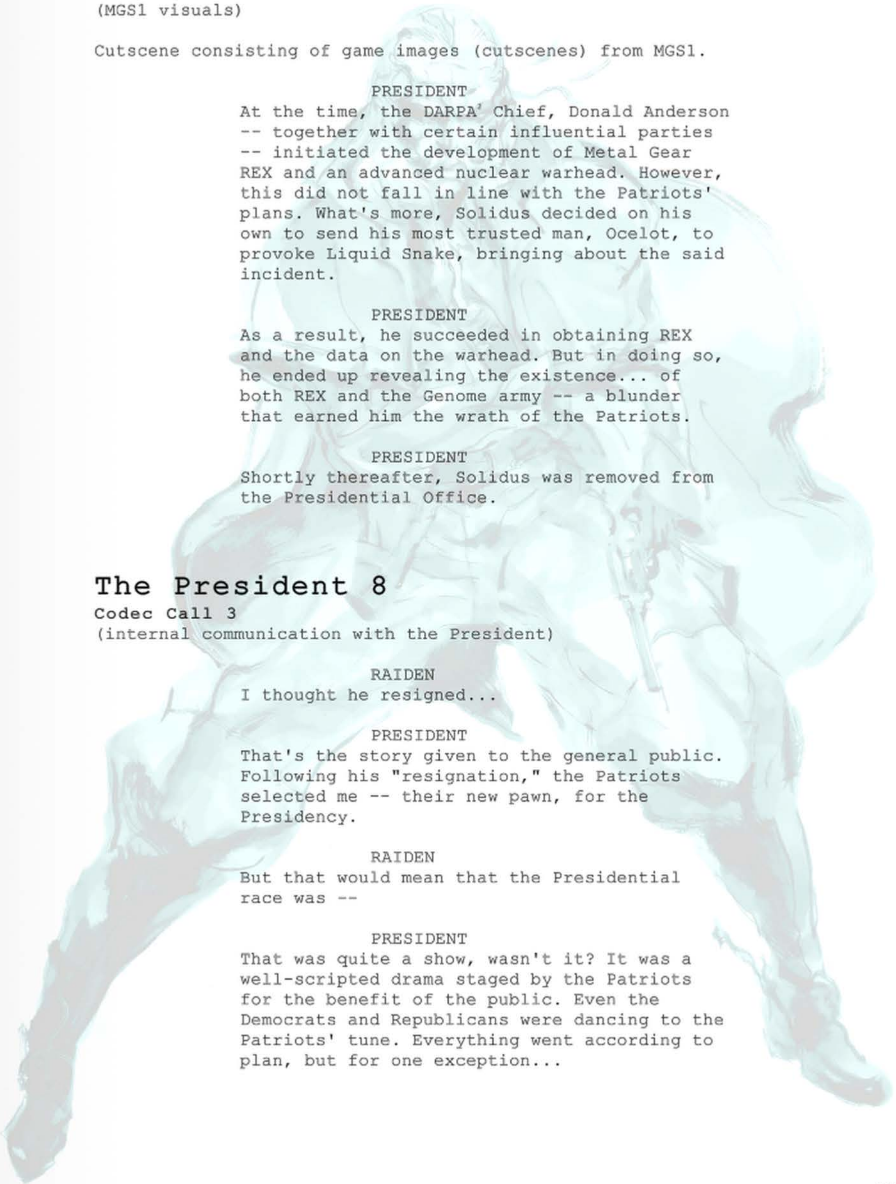
Images of Solidus when he was in office.

PRESIDENT
My predecessor... George Sears. That was the name the public came to know him by. I knew him by his codename, "Solidus Snake."

PRESIDENT
He was the third Snake, preceded by Solid and Liquid... a survivor of the "Les Enfants Terribles" project. Neither Solid nor Liquid, he was a well-balanced masterpiece that the Patriots saw fit to entrust with the Presidency.

PRESIDENT
However, he fell out of grace with the organization four years ago when, acting on his own, he started an incident.

RAIDEN
Four years ago... Shadow Moses?



The President 7

Movie Cutscene 4

(MGS1 visuals)

Cutscene consisting of game images (cutscenes) from MGS1.

PRESIDENT

At the time, the DARPA[3] Chief, Donald Anderson -- together with certain influential parties -- initiated the development of Metal Gear REX and an advanced nuclear warhead. However, this did not fall in line with the Patriots' plans. What's more, Solidus decided on his own to send his most trusted man, Ocelot, to provoke Liquid Snake, bringing about the said incident.

PRESIDENT

As a result, he succeeded in obtaining REX and the data on the warhead. But in doing so, he ended up revealing the existence... of both REX and the Genome army -- a blunder that earned him the wrath of the Patriots.

PRESIDENT

Shortly thereafter, Solidus was removed from the Presidential Office.

The President 8

Codec Call 3

(internal communication with the President)

RAIDEN

I thought he resigned...

PRESIDENT

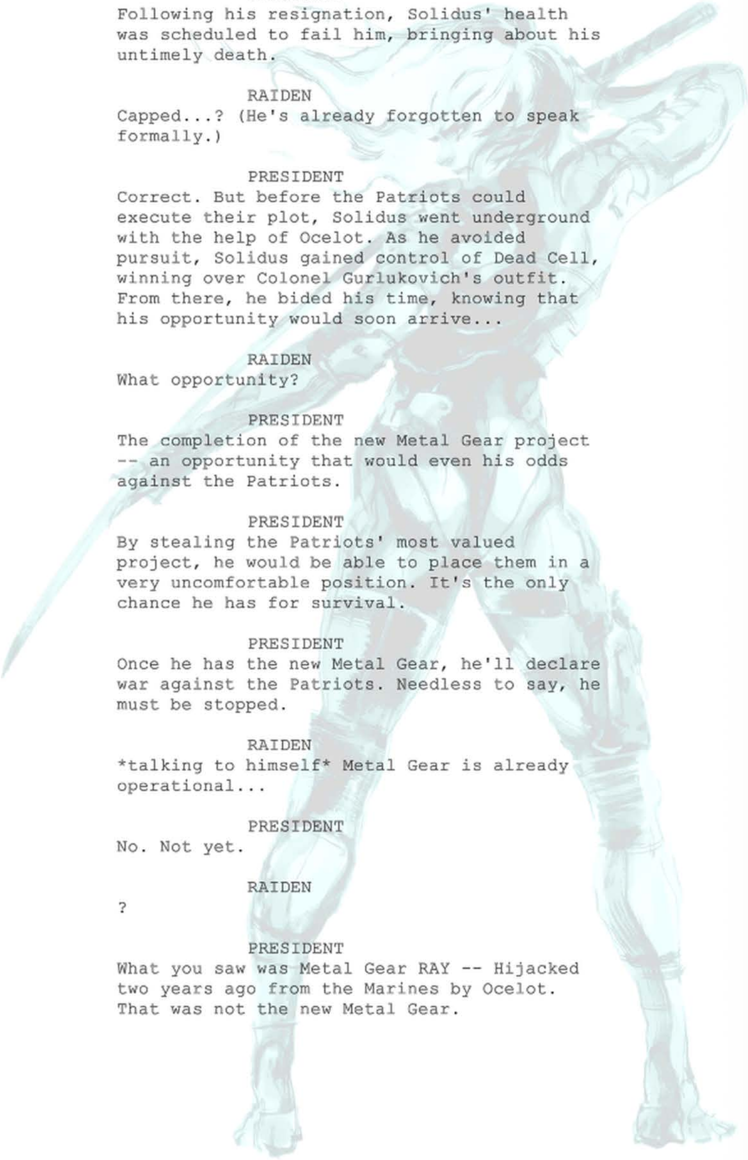
That's the story given to the general public. Following his "resignation," the Patriots selected me -- their new pawn, for the Presidency.

RAIDEN

But that would mean that the Presidential race was --

PRESIDENT

That was quite a show, wasn't it? It was a well-scripted drama staged by the Patriots for the benefit of the public. Even the Democrats and Republicans were dancing to the Patriots' tune. Everything went according to plan, but for one exception...



RAIDEN
?

PRESIDENT
Following his resignation, Solidus' health was scheduled to fail him, bringing about his untimely death.

RAIDEN
Capped...? (He's already forgotten to speak formally.)

PRESIDENT
Correct. But before the Patriots could execute their plot, Solidus went underground with the help of Ocelot. As he avoided pursuit, Solidus gained control of Dead Cell, winning over Colonel Gurlukovich's outfit. From there, he bided his time, knowing that his opportunity would soon arrive...

RAIDEN
What opportunity?

PRESIDENT
The completion of the new Metal Gear project -- an opportunity that would even his odds against the Patriots.

PRESIDENT
By stealing the Patriots' most valued project, he would be able to place them in a very uncomfortable position. It's the only chance he has for survival.

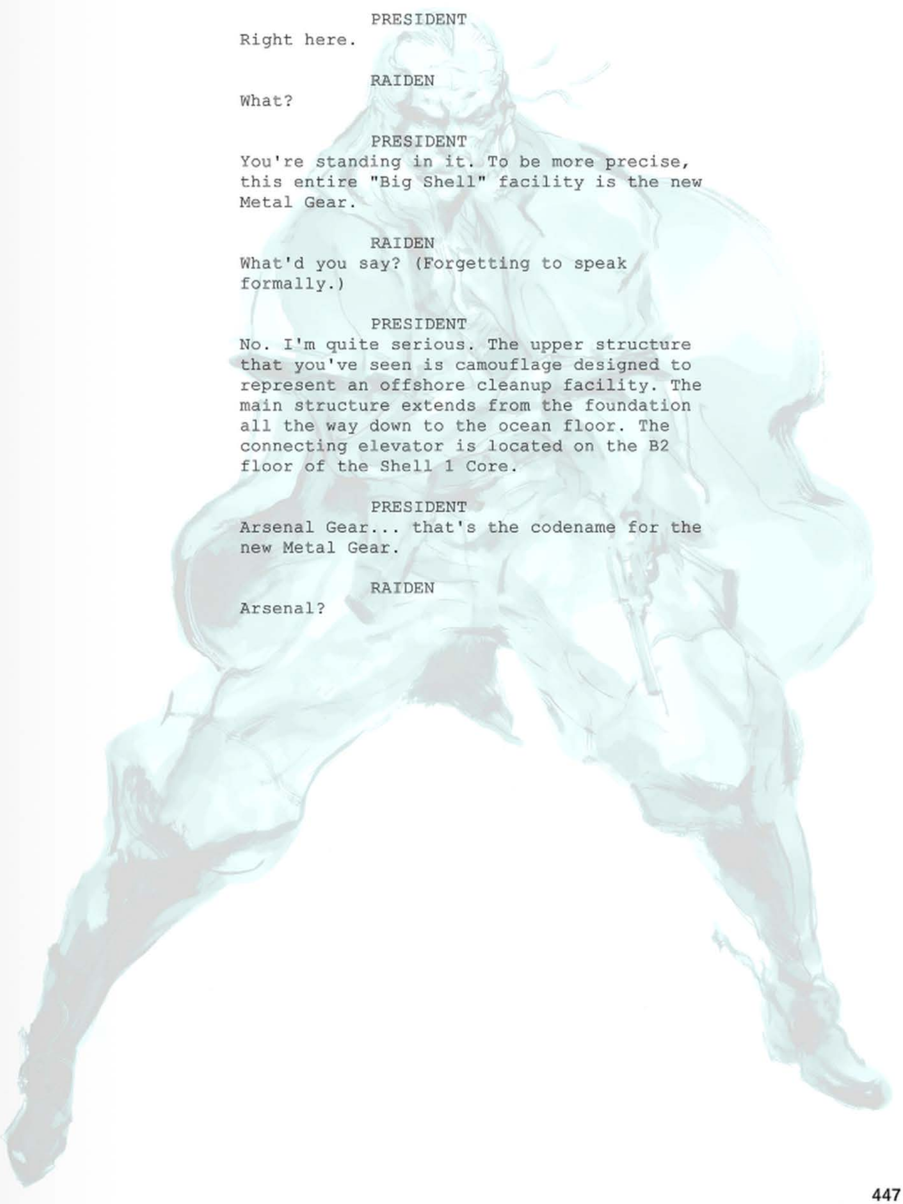
PRESIDENT
Once he has the new Metal Gear, he'll declare war against the Patriots. Needless to say, he must be stopped.

RAIDEN
talking to himself Metal Gear is already operational...

PRESIDENT
No. Not yet.

RAIDEN
?

PRESIDENT
What you saw was Metal Gear RAY -- Hijacked two years ago from the Marines by Ocelot. That was not the new Metal Gear.



RAIDEN
Then, where's the new Metal Gear?

PRESIDENT
Right here.

RAIDEN
What?

PRESIDENT
You're standing in it. To be more precise, this entire "Big Shell" facility is the new Metal Gear.

RAIDEN
What'd you say? (Forgetting to speak formally.)

PRESIDENT
No. I'm quite serious. The upper structure that you've seen is camouflage designed to represent an offshore cleanup facility. The main structure extends from the foundation all the way down to the ocean floor. The connecting elevator is located on the B2 floor of the Shell 1 Core.

PRESIDENT
Arsenal Gear... that's the codename for the new Metal Gear.

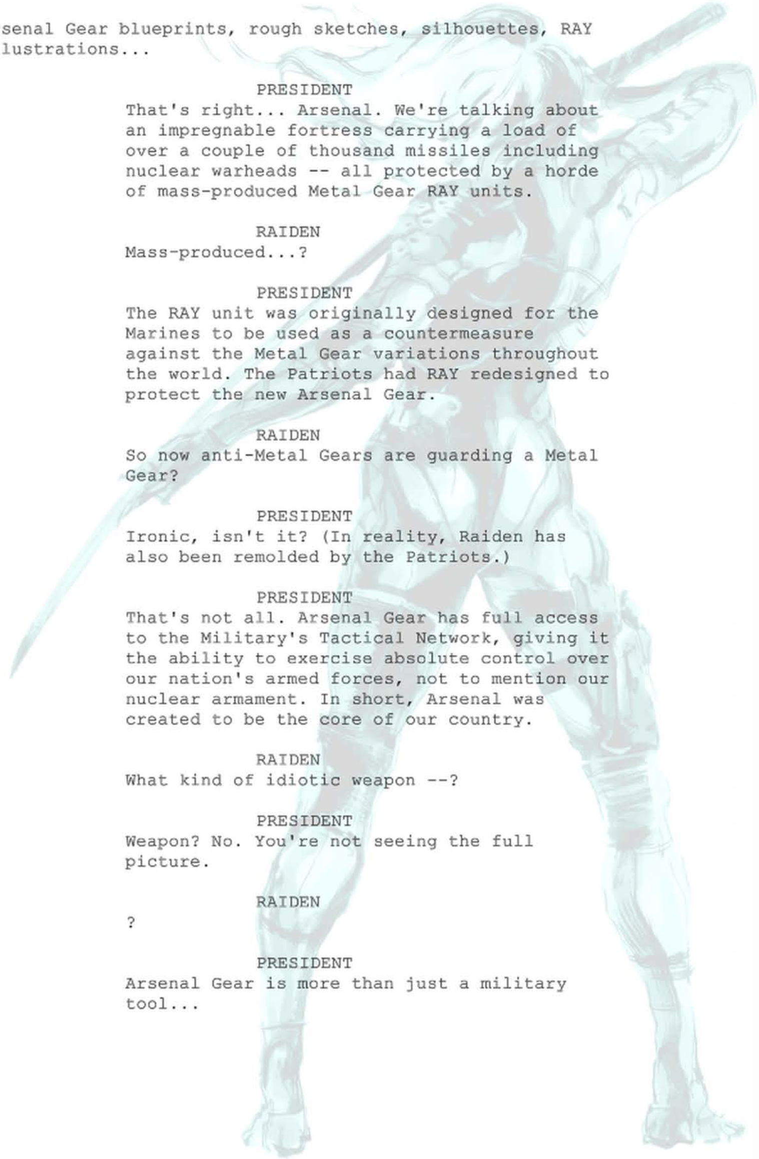
RAIDEN
Arsenal?

The President 9

Movie Cutscene 5

(Arsenal PICT)

Arsenal Gear blueprints, rough sketches, silhouettes, RAY illustrations...



PRESIDENT
That's right... Arsenal. We're talking about an impregnable fortress carrying a load of over a couple of thousand missiles including nuclear warheads -- all protected by a horde of mass-produced Metal Gear RAY units.

RAIDEN
Mass-produced...?

PRESIDENT
The RAY unit was originally designed for the Marines to be used as a countermeasure against the Metal Gear variations throughout the world. The Patriots had RAY redesigned to protect the new Arsenal Gear.

RAIDEN
So now anti-Metal Gears are guarding a Metal Gear?

PRESIDENT
Ironic, isn't it? (In reality, Raiden has also been remolded by the Patriots.)

PRESIDENT
That's not all. Arsenal Gear has full access to the Military's Tactical Network, giving it the ability to exercise absolute control over our nation's armed forces, not to mention our nuclear armament. In short, Arsenal was created to be the core of our country.

RAIDEN
What kind of idiotic weapon --?

PRESIDENT
Weapon? No. You're not seeing the full picture.

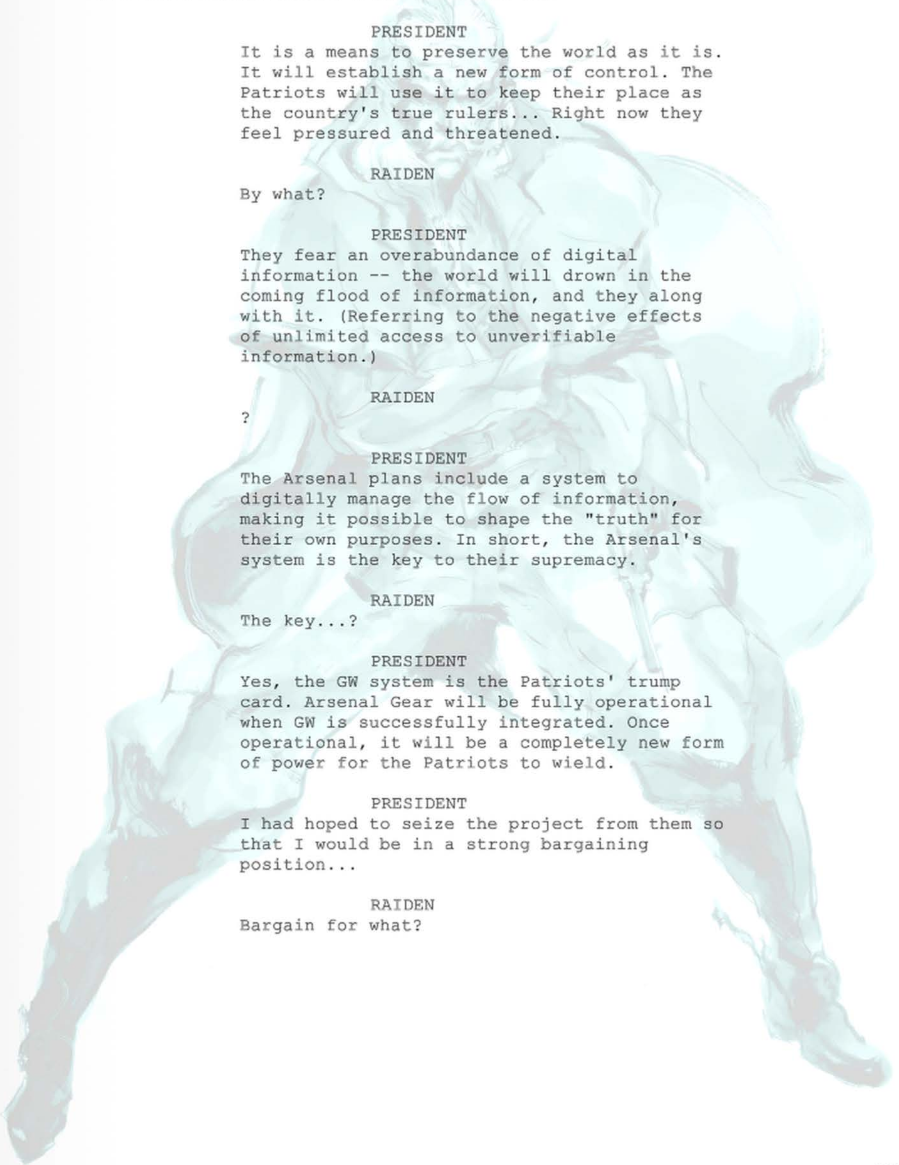
RAIDEN
?

PRESIDENT
Arsenal Gear is more than just a military tool...

The President 10

Codec Call 4

(internal communication with the President)



PRESIDENT
It is a means to preserve the world as it is. It will establish a new form of control. The Patriots will use it to keep their place as the country's true rulers... Right now they feel pressured and threatened.

RAIDEN
By what?

PRESIDENT
They fear an overabundance of digital information -- the world will drown in the coming flood of information, and they along with it. (Referring to the negative effects of unlimited access to unverifiable information.)

RAIDEN
?

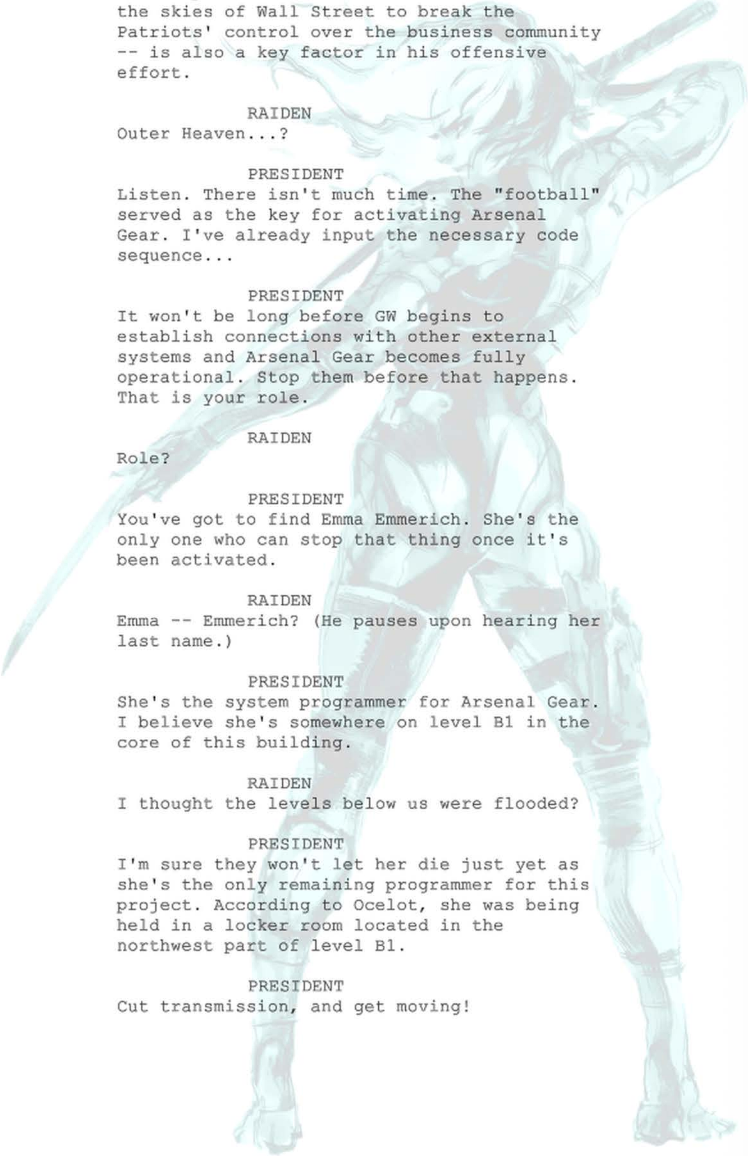
PRESIDENT
The Arsenal plans include a system to digitally manage the flow of information, making it possible to shape the "truth" for their own purposes. In short, the Arsenal's system is the key to their supremacy.

RAIDEN
The key...?

PRESIDENT
Yes, the GW system is the Patriots' trump card. Arsenal Gear will be fully operational when GW is successfully integrated. Once operational, it will be a completely new form of power for the Patriots to wield.

PRESIDENT
I had hoped to seize the project from them so that I would be in a strong bargaining position...

RAIDEN
Bargain for what?



PRESIDENT
I'd hoped to trade my way into their ranks. But Solidus preferred rebellion. Outer Heaven -- his plan to unleash a nuclear blast over the skies of Wall Street to break the Patriots' control over the business community -- is also a key factor in his offensive effort.

RAIDEN
Outer Heaven...?

PRESIDENT
Listen. There isn't much time. The "football" served as the key for activating Arsenal Gear. I've already input the necessary code sequence...

PRESIDENT
It won't be long before GW begins to establish connections with other external systems and Arsenal Gear becomes fully operational. Stop them before that happens. That is your role.

RAIDEN
Role?

PRESIDENT
You've got to find Emma Emmerich. She's the only one who can stop that thing once it's been activated.

RAIDEN
Emma -- Emmerich? (He pauses upon hearing her last name.)

PRESIDENT
She's the system programmer for Arsenal Gear. I believe she's somewhere on level B1 in the core of this building.

RAIDEN
I thought the levels below us were flooded?

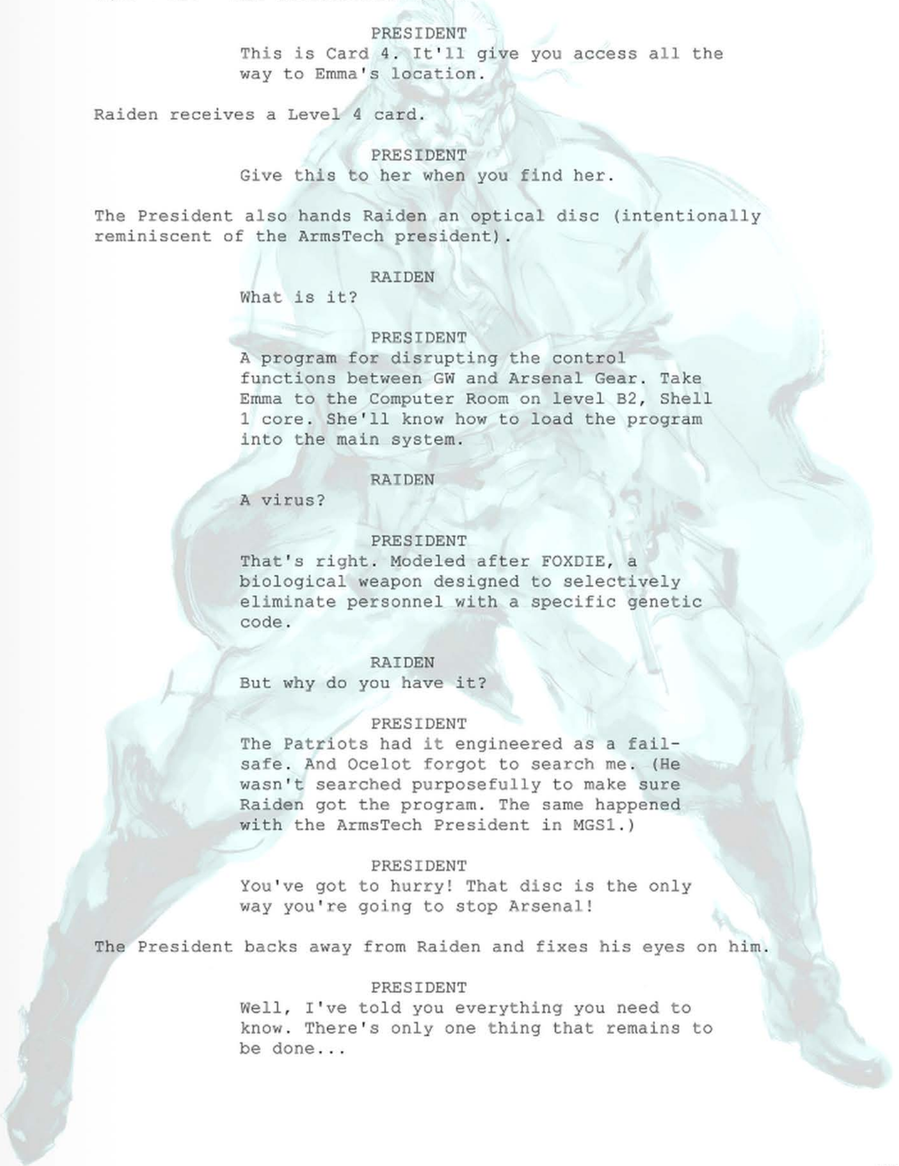
PRESIDENT
I'm sure they won't let her die just yet as she's the only remaining programmer for this project. According to Ocelot, she was being held in a locker room located in the northwest part of level B1.

PRESIDENT
Cut transmission, and get moving!

The President 11

3D Cutscene 2

((MC + KF) - Air Purification Room)



PRESIDENT
This is Card 4. It'll give you access all the way to Emma's location.

Raiden receives a Level 4 card.

PRESIDENT
Give this to her when you find her.

The President also hands Raiden an optical disc (intentionally reminiscent of the ArmsTech president).

RAIDEN
What is it?

PRESIDENT
A program for disrupting the control functions between GW and Arsenal Gear. Take Emma to the Computer Room on level B2, Shell 1 core. She'll know how to load the program into the main system.

RAIDEN
A virus?

PRESIDENT
That's right. Modeled after FOXDIE, a biological weapon designed to selectively eliminate personnel with a specific genetic code.

RAIDEN
But why do you have it?

PRESIDENT
The Patriots had it engineered as a fail-safe. And Ocelot forgot to search me. (He wasn't searched purposefully to make sure Raiden got the program. The same happened with the ArmsTech President in MGS1.)

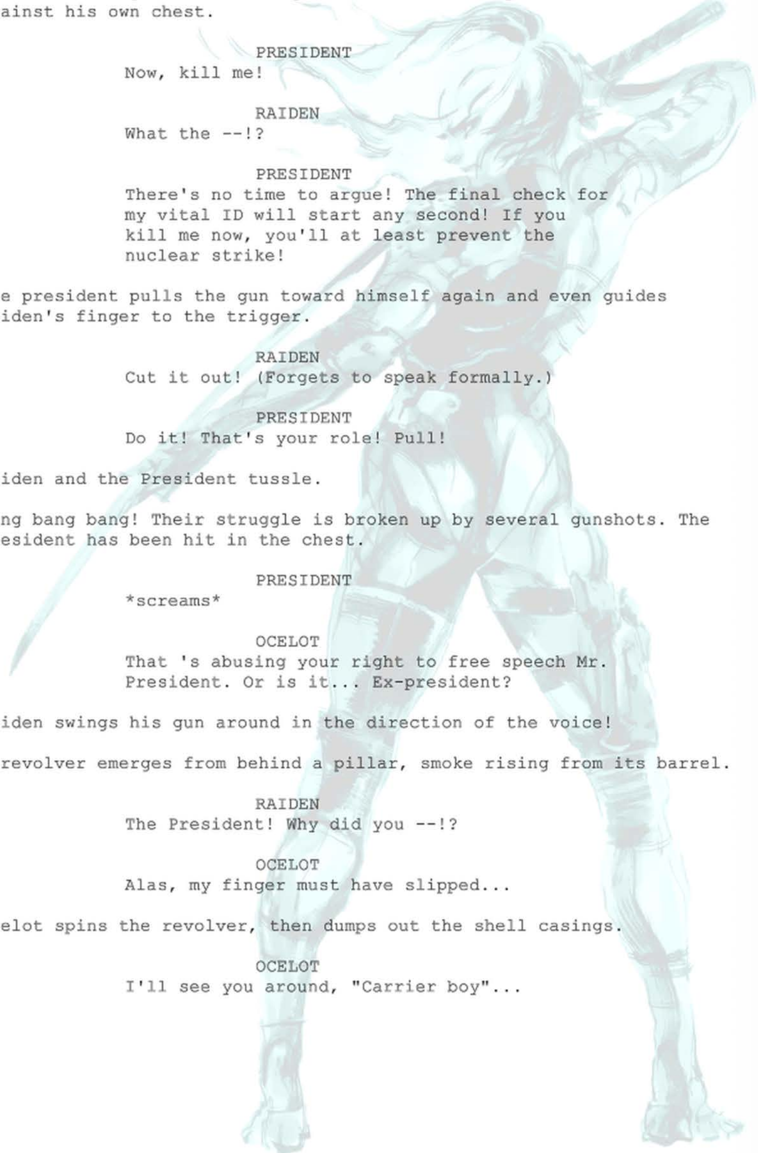
PRESIDENT
You've got to hurry! That disc is the only way you're going to stop Arsenal!

The President backs away from Raiden and fixes his eyes on him.

PRESIDENT
Well, I've told you everything you need to know. There's only one thing that remains to be done...

RAIDEN
?

The President grabs Raiden's gun (his SOCOM) and pulls the barrel against his own chest.



PRESIDENT
Now, kill me!

RAIDEN
What the --!?

PRESIDENT
There's no time to argue! The final check for my vital ID will start any second! If you kill me now, you'll at least prevent the nuclear strike!

The president pulls the gun toward himself again and even guides Raiden's finger to the trigger.

RAIDEN
Cut it out! (Forgets to speak formally.)

PRESIDENT
Do it! That's your role! Pull!

Raiden and the President tussle.

Bang bang bang! Their struggle is broken up by several gunshots. The President has been hit in the chest.

PRESIDENT
screams

OCELOT
That 's abusing your right to free speech Mr. President. Or is it... Ex-president?

Raiden swings his gun around in the direction of the voice!

A revolver emerges from behind a pillar, smoke rising from its barrel.

RAIDEN
The President! Why did you --!?

OCELOT
Alas, my finger must have slipped...

Ocelot spins the revolver, then dumps out the shell casings.

OCELOT
I'll see you around, "Carrier boy"...

Like MGS1, "carrier boy" refers to the fact that Raiden is in possession of the optical disc. The Patriots wish to wipe all data on themselves from the AI. They are trying to have Raiden do here what Snake did on Shadow Moses.

Ocelot takes his leave. Raiden starts after him, but the President grabs his legs.

He pulls Raiden toward him.

PRESIDENT
Forget him... He... did us a favor...

Raiden bends down.

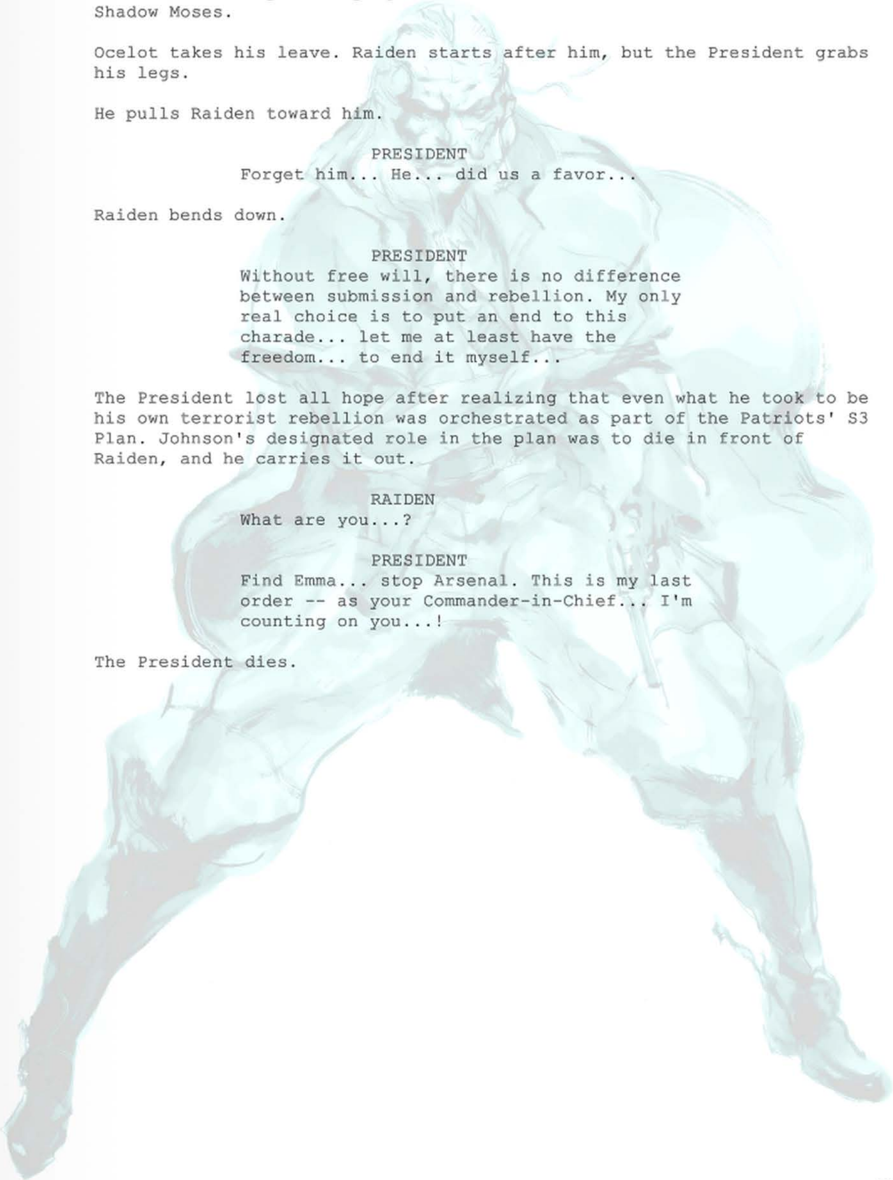
PRESIDENT
Without free will, there is no difference between submission and rebellion. My only real choice is to put an end to this charade... let me at least have the freedom... to end it myself...

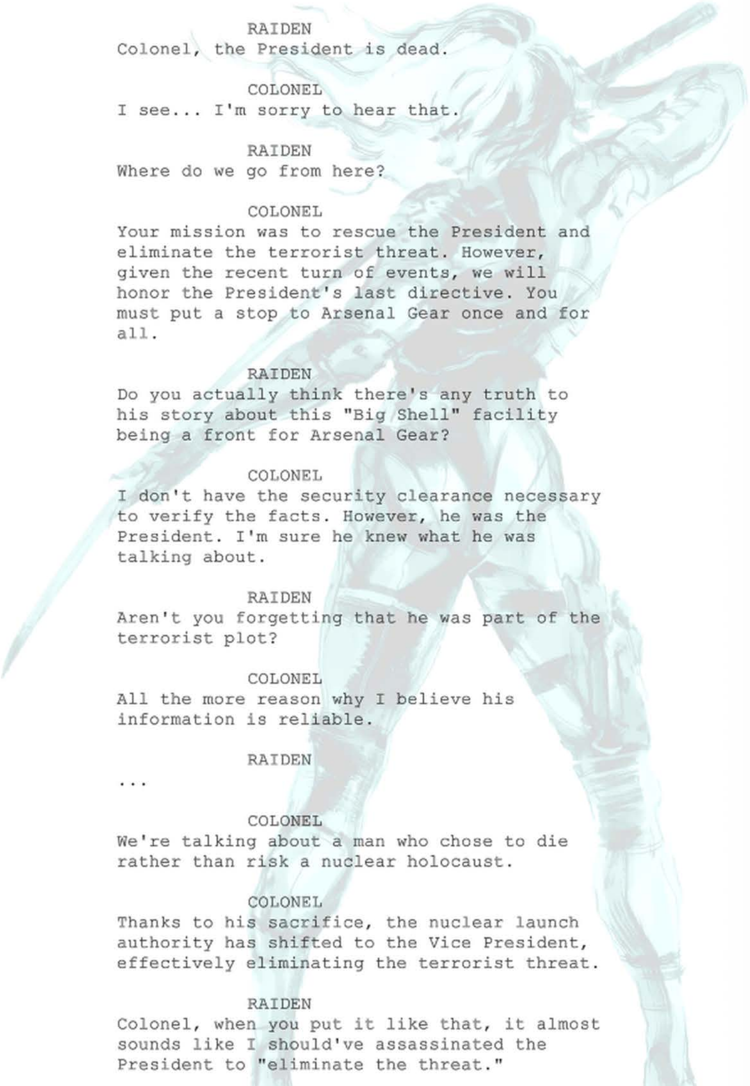
The President lost all hope after realizing that even what he took to be his own terrorist rebellion was orchestrated as part of the Patriots' S3 Plan. Johnson's designated role in the plan was to die in front of Raiden, and he carries it out.

RAIDEN
What are you...?

PRESIDENT
Find Emma... stop Arsenal. This is my last order -- as your Commander-in-Chief... I'm counting on you...!

The President dies.





The President 12

Codec Call 5

(mandatory outgoing call to the Colonel)

RAIDEN
Colonel, the President is dead.

COLONEL
I see... I'm sorry to hear that.

RAIDEN
Where do we go from here?

COLONEL
Your mission was to rescue the President and eliminate the terrorist threat. However, given the recent turn of events, we will honor the President's last directive. You must put a stop to Arsenal Gear once and for all.

RAIDEN
Do you actually think there's any truth to his story about this "Big Shell" facility being a front for Arsenal Gear?

COLONEL
I don't have the security clearance necessary to verify the facts. However, he was the President. I'm sure he knew what he was talking about.

RAIDEN
Aren't you forgetting that he was part of the terrorist plot?

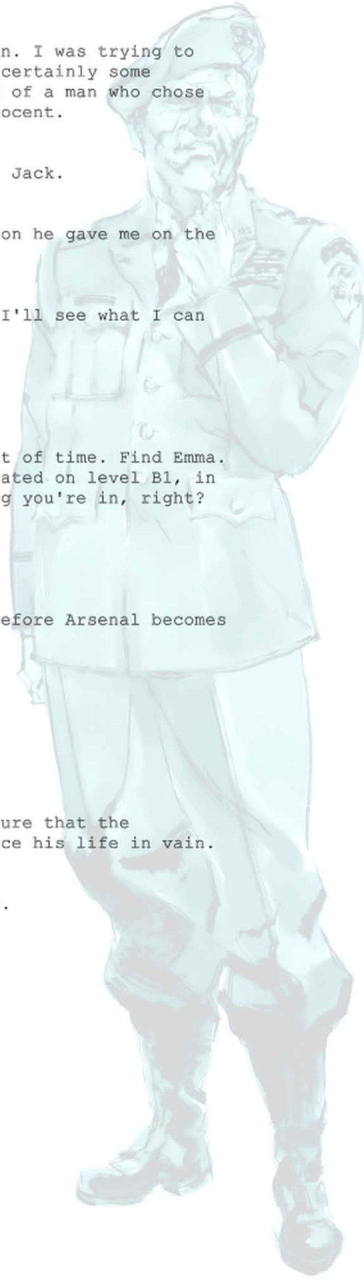
COLONEL
All the more reason why I believe his information is reliable.

RAIDEN
...

COLONEL
We're talking about a man who chose to die rather than risk a nuclear holocaust.

COLONEL
Thanks to his sacrifice, the nuclear launch authority has shifted to the Vice President, effectively eliminating the terrorist threat.

RAIDEN
Colonel, when you put it like that, it almost sounds like I should've assassinated the President to "eliminate the threat."



COLONEL
That was not my intention. I was trying to point out that there is certainly some credibility to the words of a man who chose death to protect the innocent.

ROSE
The Colonel has a point, Jack.

RAIDEN
What about the information he gave me on the "Patriots"?

COLONEL
That's a new one on me. I'll see what I can find out.

RAIDEN
...

COLONEL
Raiden, we're running out of time. Find Emma. She's supposed to be located on level B1, in the core of that building you're in, right?

RAIDEN
...

COLONEL
You've got to find her before Arsenal becomes fully operational.

ROSE
Hurry Jack!

RAIDEN
...

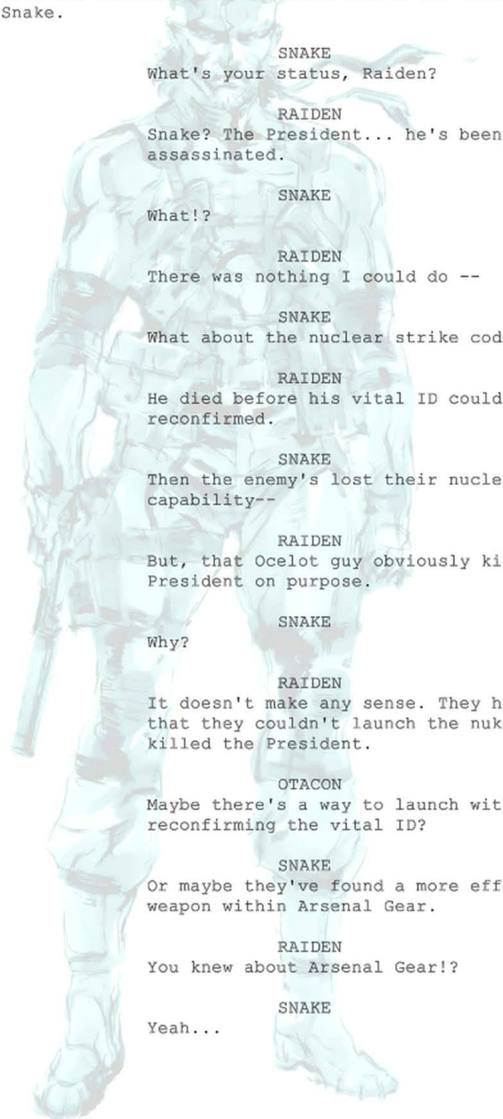
COLONEL
It's up to you to make sure that the President didn't sacrifice his life in vain.

RAIDEN
Understood... Raiden out.

Elucidating the Tanker 1

Codec Call 1

(mandatory incoming call from Snake)



With the President dead, Raiden leaves the room. He receives a call from Snake.

SNAKE
What's your status, Raiden?

RAIDEN
Snake? The President... he's been assassinated.

SNAKE
What!?

RAIDEN
There was nothing I could do --

SNAKE
What about the nuclear strike code sequence!?

RAIDEN
He died before his vital ID could be reconfirmed.

SNAKE
Then the enemy's lost their nuclear strike capability--

RAIDEN
But, that Ocelot guy obviously killed the President on purpose.

SNAKE
Why?

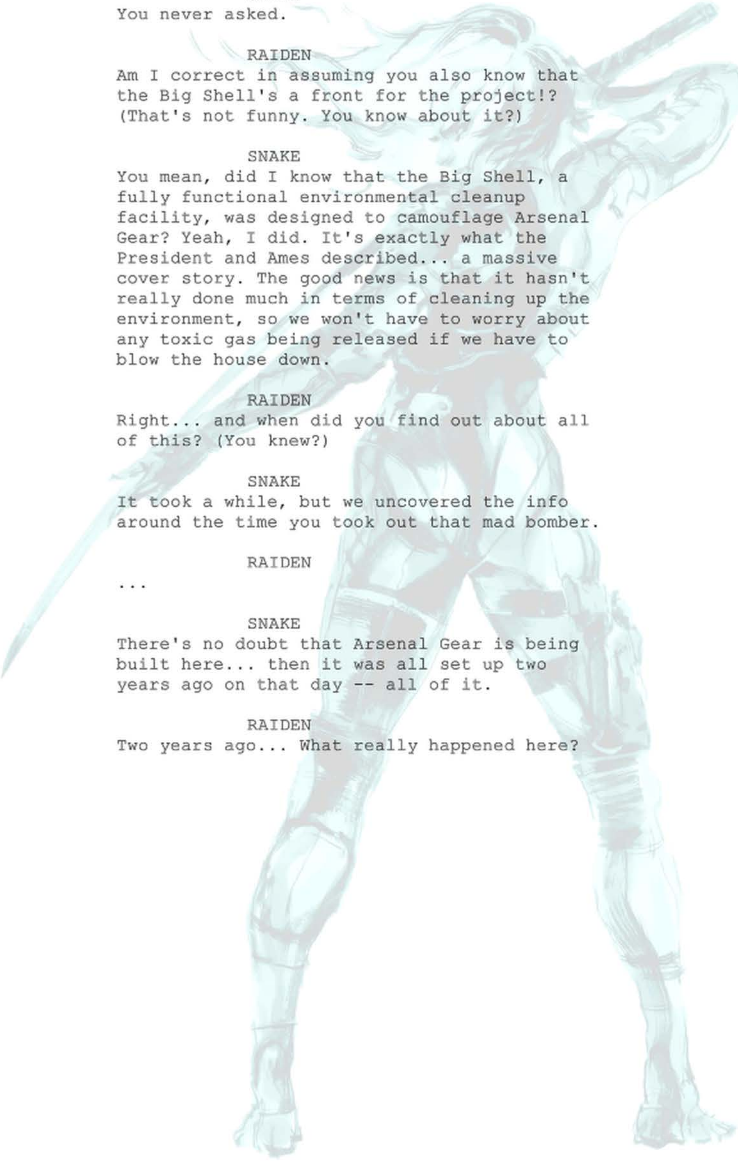
RAIDEN
It doesn't make any sense. They had to know that they couldn't launch the nuke if they killed the President.

OTACON
Maybe there's a way to launch without reconfirming the vital ID?

SNAKE
Or maybe they've found a more effective weapon within Arsenal Gear.

RAIDEN
You knew about Arsenal Gear!?

SNAKE
Yeah...



RAIDEN
unhappy Why didn't you tell me about it!?

SNAKE
You never asked.

RAIDEN
Am I correct in assuming you also know that the Big Shell's a front for the project!? (That's not funny. You know about it?)

SNAKE
You mean, did I know that the Big Shell, a fully functional environmental cleanup facility, was designed to camouflage Arsenal Gear? Yeah, I did. It's exactly what the President and Ames described... a massive cover story. The good news is that it hasn't really done much in terms of cleaning up the environment, so we won't have to worry about any toxic gas being released if we have to blow the house down.

RAIDEN
Right... and when did you find out about all of this? (You knew?)

SNAKE
It took a while, but we uncovered the info around the time you took out that mad bomber.

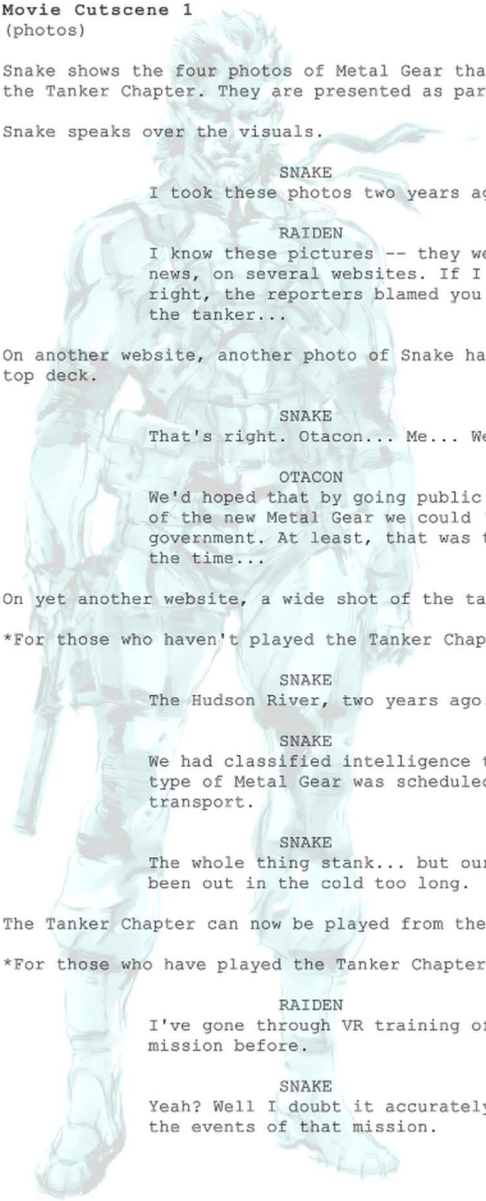
RAIDEN
...

SNAKE
There's no doubt that Arsenal Gear is being built here... then it was all set up two years ago on that day -- all of it.

RAIDEN
Two years ago... What really happened here?

Elucidating the Tanker 2

Movie Cutscene 1
(photos)



Snake shows the four photos of Metal Gear that the player took during the Tanker Chapter. They are presented as part of a website.

Snake speaks over the visuals.

SNAKE
I took these photos two years ago...

RAIDEN
I know these pictures -- they were on the news, on several websites. If I remember right, the reporters blamed you for sinking the tanker...

On another website, another photo of Snake having defeated Olga on the top deck.

SNAKE
That's right. Otacon... Me... We were used—

OTACON
We'd hoped that by going public with photos of the new Metal Gear we could 'persuade' the government. At least, that was the plan at the time...

On yet another website, a wide shot of the tanker.

*For those who haven't played the Tanker Chapter

SNAKE
The Hudson River, two years ago...

SNAKE
We had classified intelligence that a new type of Metal Gear was scheduled for transport.

SNAKE
The whole thing stank... but our noses have been out in the cold too long.

The Tanker Chapter can now be played from the title menu.

*For those who have played the Tanker Chapter

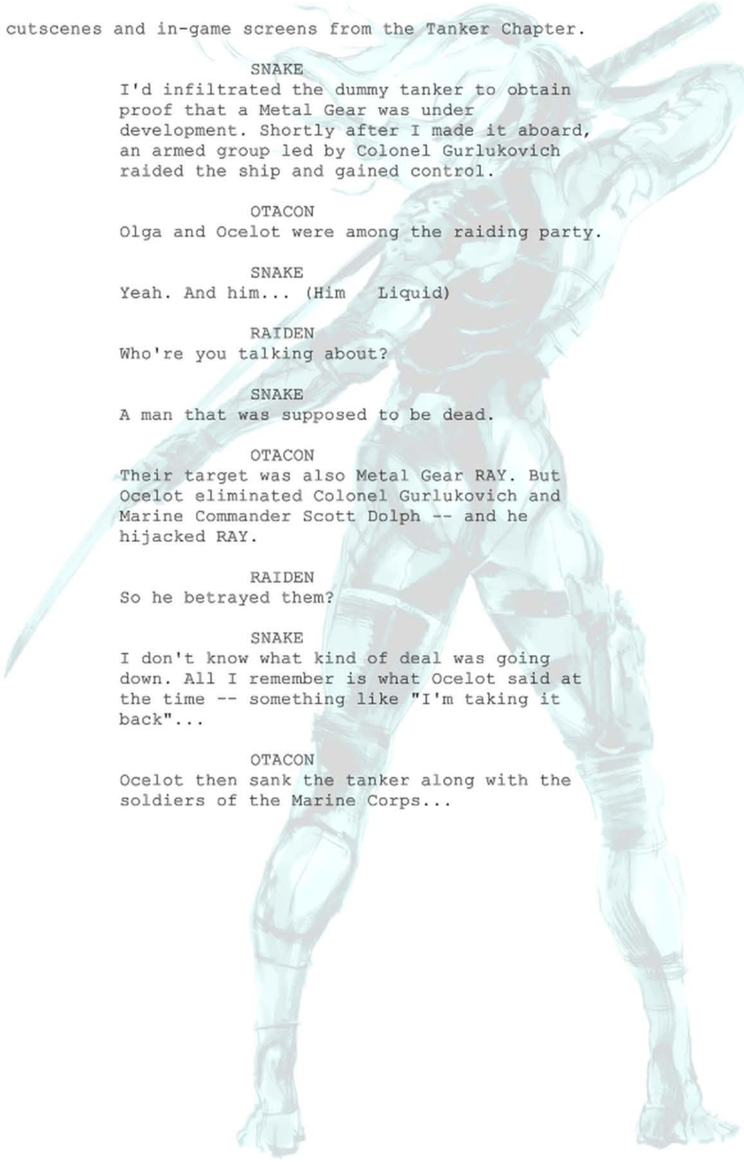
RAIDEN
I've gone through VR training of the tanker mission before.

SNAKE
Yeah? Well I doubt it accurately simulates the events of that mission.

Elucidating the Tanker 3

Movie Cutscene 2

(Tanker Chapter flashback)



3D cutscenes and in-game screens from the Tanker Chapter.

SNAKE

I'd infiltrated the dummy tanker to obtain proof that a Metal Gear was under development. Shortly after I made it aboard, an armed group led by Colonel Gurlukovich raided the ship and gained control.

OTACON

Olga and Ocelot were among the raiding party.

SNAKE

Yeah. And him... (Him   Liquid)

RAIDEN

Who're you talking about?

SNAKE

A man that was supposed to be dead.

OTACON

Their target was also Metal Gear RAY. But Ocelot eliminated Colonel Gurlukovich and Marine Commander Scott Dolph -- and he hijacked RAY.

RAIDEN

So he betrayed them?

SNAKE

I don't know what kind of deal was going down. All I remember is what Ocelot said at the time -- something like "I'm taking it back"...

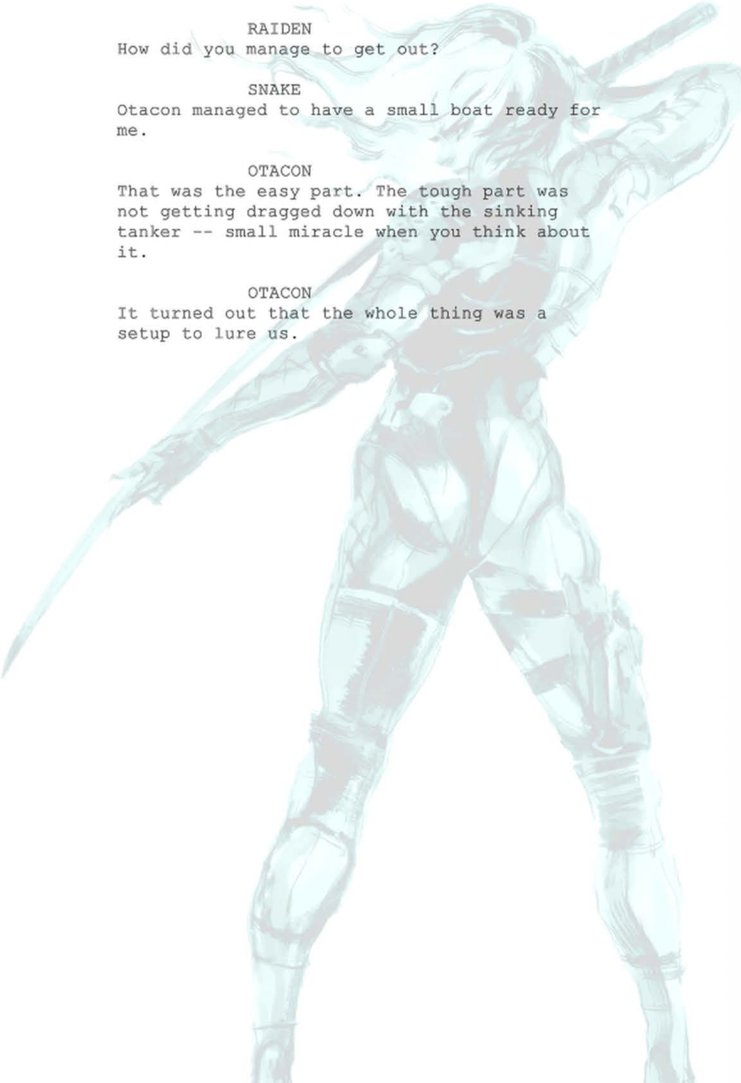
OTACON

Ocelot then sank the tanker along with the soldiers of the Marine Corps...

Elucidating the Tanker 4

Codec Call 2

(Snake continues)



RAIDEN
How did you manage to get out?

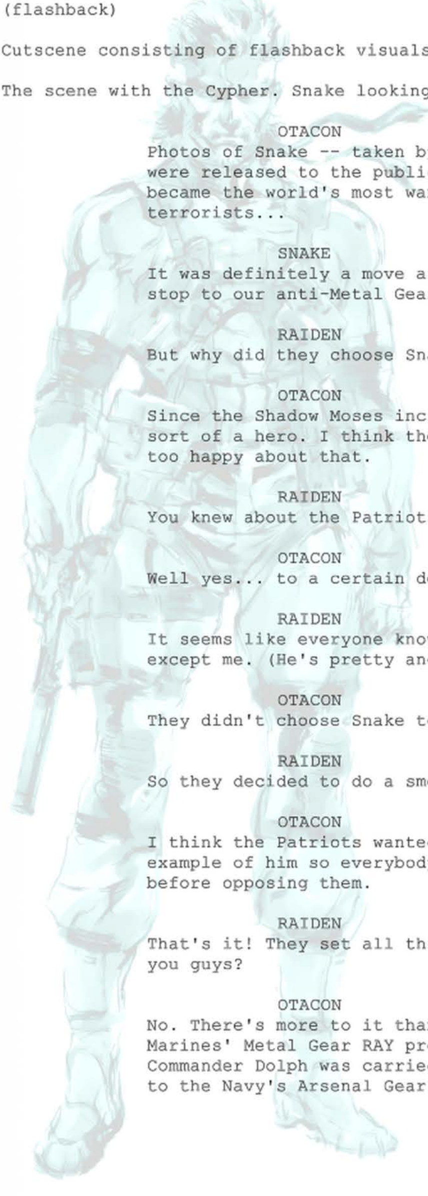
SNAKE
Otacon managed to have a small boat ready for me.

OTACON
That was the easy part. The tough part was not getting dragged down with the sinking tanker -- small miracle when you think about it.

OTACON
It turned out that the whole thing was a setup to lure us.

Elucidating the Tanker 5

Movie Cutscene 3
(flashback)



Cutscene consisting of flashback visuals (3D cutscenes).

The scene with the Cypher. Snake looking up at it, etc.

OTACON
Photos of Snake -- taken by the Cypher -- were released to the public. In turn, we became the world's most wanted environmental terrorists...

SNAKE
It was definitely a move aimed at putting a stop to our anti-Metal Gear activities.

RAIDEN
But why did they choose Snake?

OTACON
Since the Shadow Moses incident, Snake became sort of a hero. I think the Patriots weren't too happy about that.

RAIDEN
You knew about the Patriots!?

OTACON
Well yes... to a certain degree.

RAIDEN
It seems like everyone knows about them except me. (He's pretty angry.)

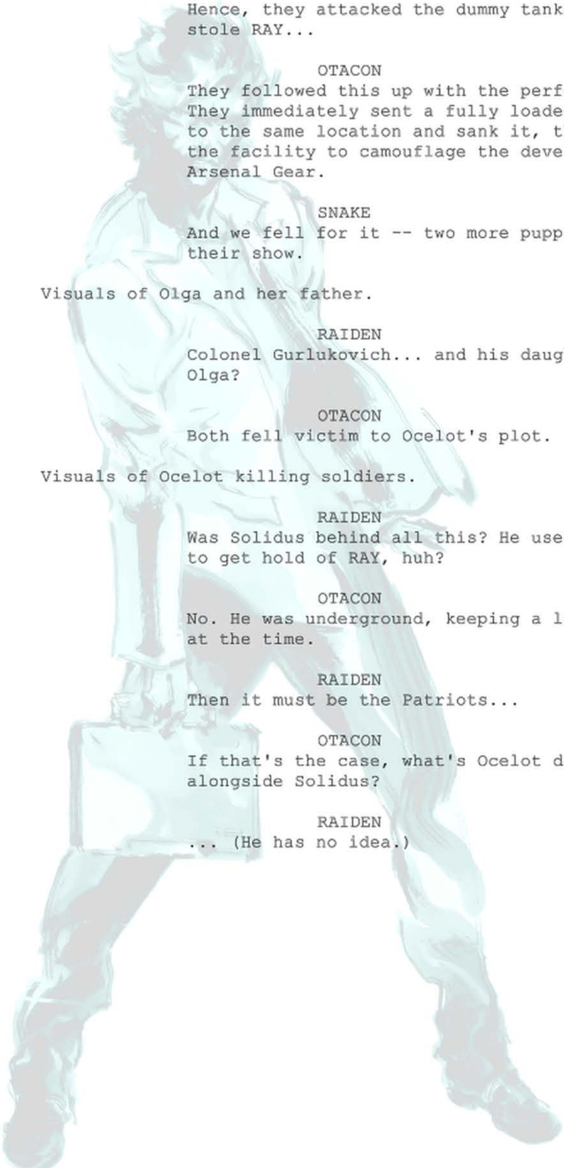
OTACON
They didn't choose Snake to be a hero...

RAIDEN
So they decided to do a smear campaign.

OTACON
I think the Patriots wanted to make an example of him so everybody would think twice before opposing them.

RAIDEN
That's it! They set all this up just to nail you guys?

OTACON
No. There's more to it than that -- the Marines' Metal Gear RAY project headed by Commander Dolph was carried out in opposition to the Navy's Arsenal Gear project.



OTACON
To be more precise, the Patriots considered Metal Gear RAY to be a thorn in their side. Hence, they attacked the dummy tanker and stole RAY...

OTACON
They followed this up with the perfect plan. They immediately sent a fully loaded tanker to the same location and sank it, then set up the facility to camouflage the development of Arsenal Gear.

SNAKE
And we fell for it -- two more puppets in their show.

Visuals of Olga and her father.

RAIDEN
Colonel Gurlukovich... and his daughter, Olga?

OTACON
Both fell victim to Ocelot's plot.

Visuals of Ocelot killing soldiers.

RAIDEN
Was Solidus behind all this? He used Ocelot to get hold of RAY, huh?

OTACON
No. He was underground, keeping a low profile at the time.

RAIDEN
Then it must be the Patriots...

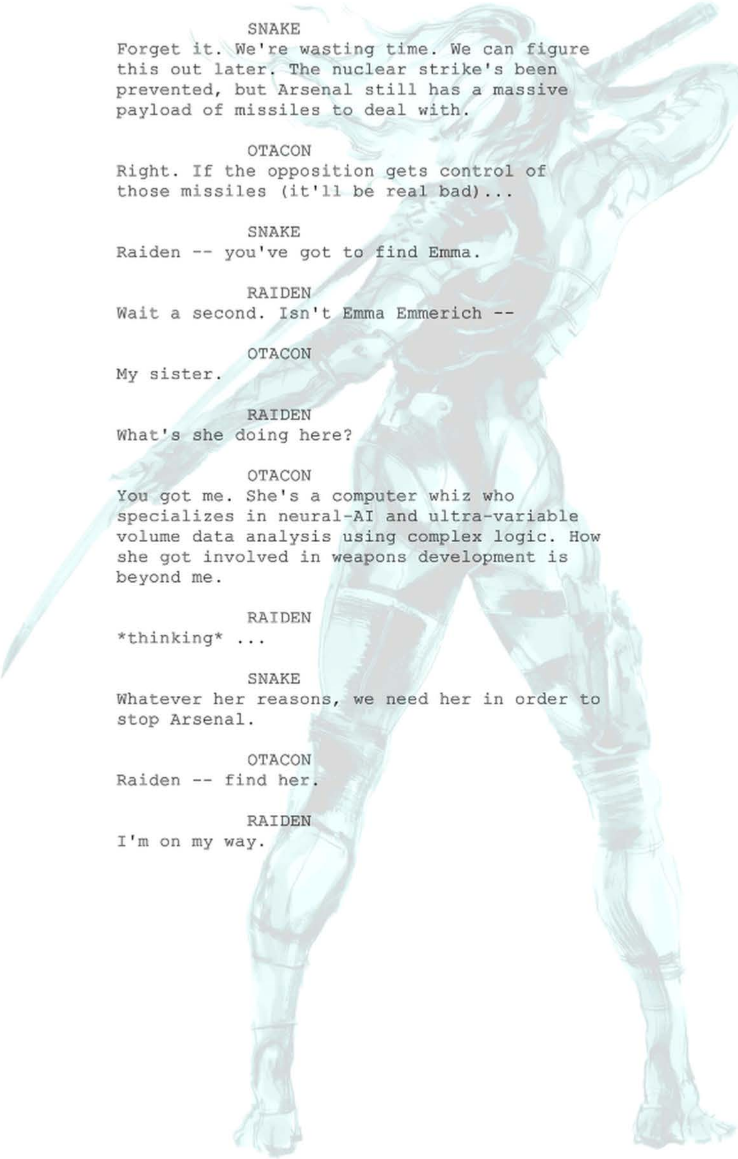
OTACON
If that's the case, what's Ocelot doing alongside Solidus?

RAIDEN
... (He has no idea.)

Elucidating the Tanker 6

Codec Call 3

(Snake continues)



SNAKE
Forget it. We're wasting time. We can figure this out later. The nuclear strike's been prevented, but Arsenal still has a massive payload of missiles to deal with.

OTACON
Right. If the opposition gets control of those missiles (it'll be real bad)...

SNAKE
Raiden -- you've got to find Emma.

RAIDEN
Wait a second. Isn't Emma Emmerich --

OTACON
My sister.

RAIDEN
What's she doing here?

OTACON
You got me. She's a computer whiz who specializes in neural-AI and ultra-variable volume data analysis using complex logic. How she got involved in weapons development is beyond me.

RAIDEN
thinking ...

SNAKE
Whatever her reasons, we need her in order to stop Arsenal.

OTACON
Raiden -- find her.

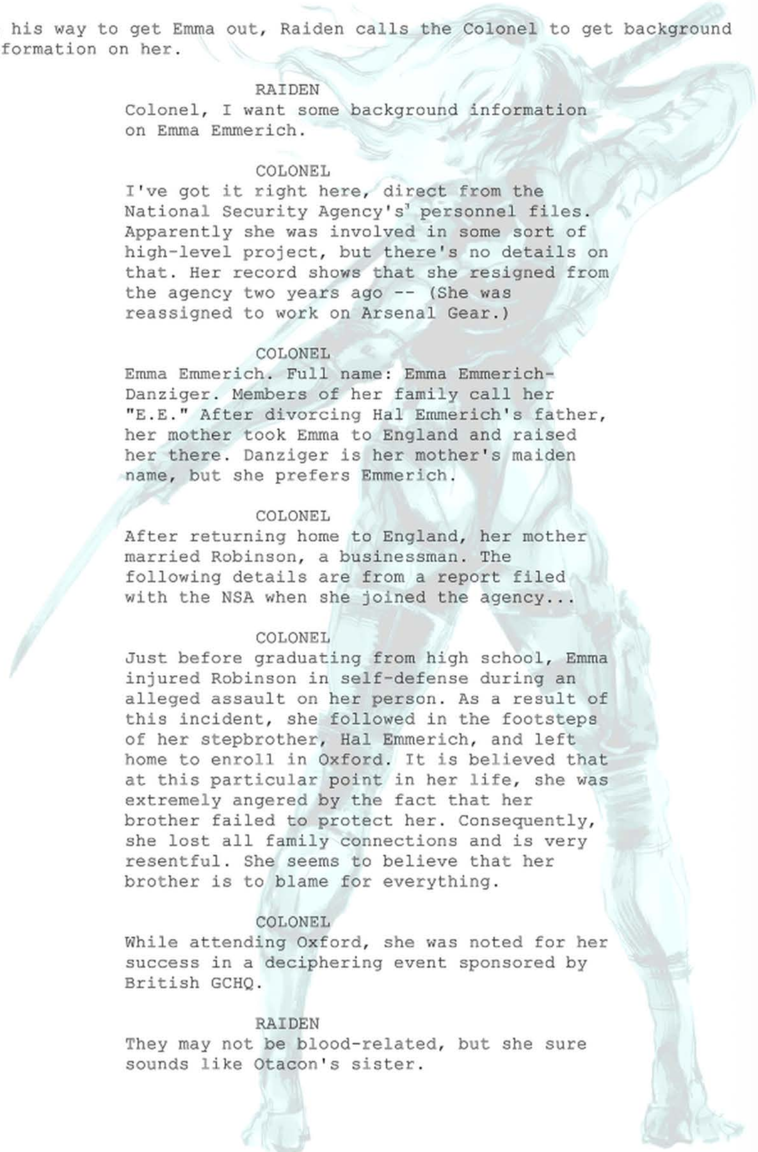
RAIDEN
I'm on my way.

Emma and Otacon 1

Codec Call 1

(optional Colonel call)

On his way to get Emma out, Raiden calls the Colonel to get background information on her.



RAIDEN

Colonel, I want some background information on Emma Emmerich.

COLONEL

I've got it right here, direct from the National Security Agency's[3] personnel files. Apparently she was involved in some sort of high-level project, but there's no details on that. Her record shows that she resigned from the agency two years ago -- (She was reassigned to work on Arsenal Gear.)

COLONEL

Emma Emmerich. Full name: Emma Emmerich-Danziger. Members of her family call her "E.E." After divorcing Hal Emmerich's father, her mother took Emma to England and raised her there. Danziger is her mother's maiden name, but she prefers Emmerich.

COLONEL

After returning home to England, her mother married Robinson, a businessman. The following details are from a report filed with the NSA when she joined the agency...

COLONEL

Just before graduating from high school, Emma injured Robinson in self-defense during an alleged assault on her person. As a result of this incident, she followed in the footsteps of her stepbrother, Hal Emmerich, and left home to enroll in Oxford. It is believed that at this particular point in her life, she was extremely angered by the fact that her brother failed to protect her. Consequently, she lost all family connections and is very resentful. She seems to believe that her brother is to blame for everything.

COLONEL

While attending Oxford, she was noted for her success in a deciphering event sponsored by British GCHQ.

RAIDEN

They may not be blood-related, but she sure sounds like Otacon's sister.

COLONEL
There's more --

COLONEL
Raiden, do you recall a certain 'situation' that's more or less become a legend among hackers?

COLONEL
To refresh your memory -- at the time, just about all of our nation's communications and information resources were concentrated at NSA, in Fort Meade.

COLONEL
In fact, NSA's basement facility operated round-the-clock to amass data obtained not only from public communications, but everything from satellite to wiretap operations as well.

COLONEL
I don't think I'm exaggerating when I say that whoever controlled the NSA facility could move the world.

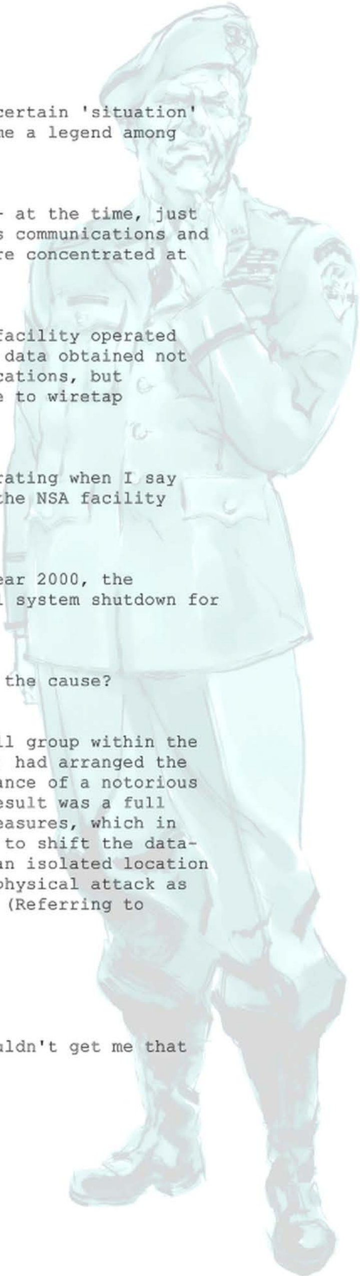
COLONEL
On January 24th in the year 2000, the facility suffered a total system shutdown for a 73-hour period.

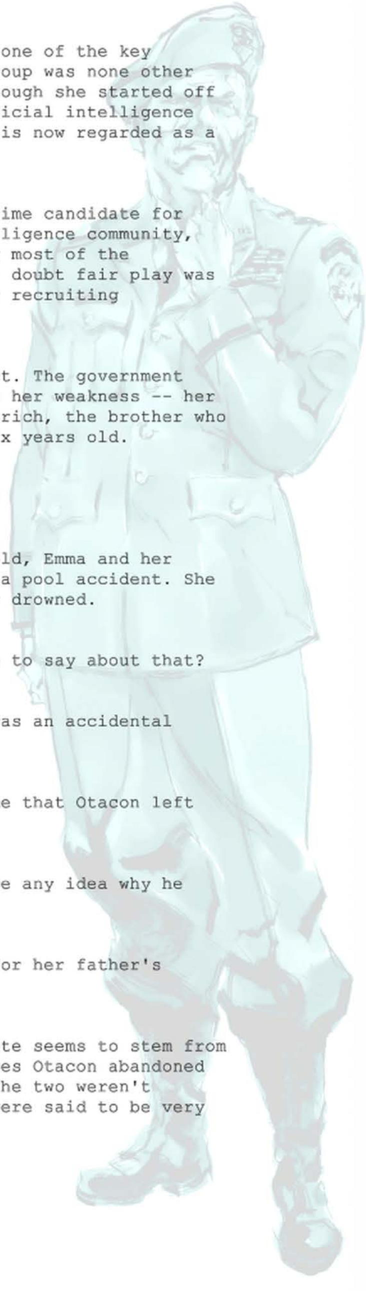
RAIDEN
Did they ever figure out the cause?

COLONEL
It's believed that a small group within the government (the Patriots) had arranged the incident with the assistance of a notorious group of crackers. The result was a full review of NSA's safety measures, which in turn led to the decision to shift the data-gathering operations to an isolated location that would be safe from physical attack as well as cyber-terrorism. (Referring to Arsenal Gear.)

RAIDEN
And where might that be?

COLONEL
My security clearance couldn't get me that information.





COLONEL
But I did find out that one of the key members of the hacker group was none other than Emma Emmerich. Although she started off as a specialist in artificial intelligence and complex logic, Emma is now regarded as a computer genius.

RAIDEN
That would make her a prime candidate for recruitment in the intelligence community, wouldn't it? And knowing most of the intelligence agencies, I doubt fair play was a major concern in their recruiting efforts...

COLONEL
Your assumption's correct. The government (the Patriots) played on her weakness -- her strong hate for Hal Emmerich, the brother who left her when she was six years old.

RAIDEN
She hates him that much?

COLONEL
When she was six years old, Emma and her father were involved in a pool accident. She survived, but her father drowned.

RAIDEN
What did the police have to say about that?

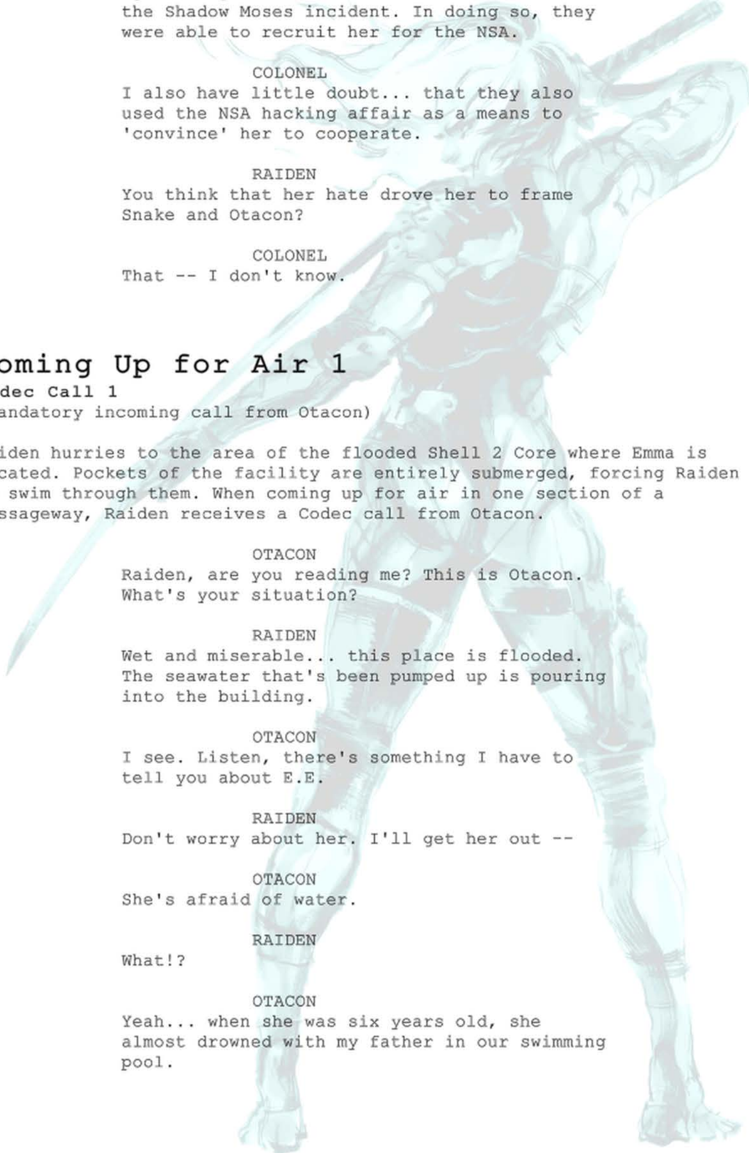
COLONEL
Their report states it was an accidental death.

RAIDEN
Isn't that about the time that Otacon left his home and family?

COLONEL
Exactly. But I don't have any idea why he chose to do so.

RAIDEN
Does Emma blame Otacon for her father's death?

COLONEL
I don't think so. Her hate seems to stem from the fact that she believes Otacon abandoned her. You see, although the two weren't directly related, they were said to be very close.



COLONEL
It's rumored that sibling rivalry was what launched her career as a hacker. Four years ago, the government leaked her the details of the Shadow Moses incident. In doing so, they were able to recruit her for the NSA.

COLONEL
I also have little doubt... that they also used the NSA hacking affair as a means to 'convince' her to cooperate.

RAIDEN
You think that her hate drove her to frame Snake and Otacon?

COLONEL
That -- I don't know.

Coming Up for Air 1

Codec Call 1

(mandatory incoming call from Otacon)

Raiden hurries to the area of the flooded Shell 2 Core where Emma is located. Pockets of the facility are entirely submerged, forcing Raiden to swim through them. When coming up for air in one section of a passageway, Raiden receives a Codec call from Otacon.

OTACON
Raiden, are you reading me? This is Otacon. What's your situation?

RAIDEN
Wet and miserable... this place is flooded. The seawater that's been pumped up is pouring into the building.

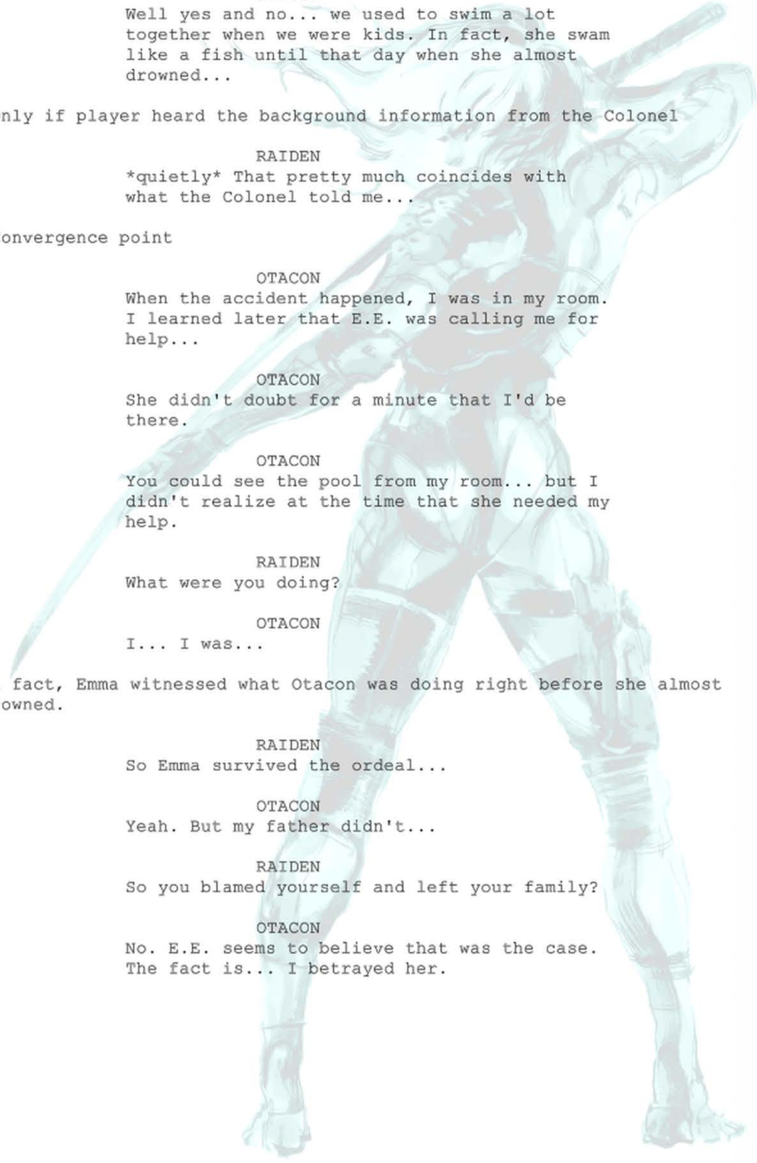
OTACON
I see. Listen, there's something I have to tell you about E.E.

RAIDEN
Don't worry about her. I'll get her out --

OTACON
She's afraid of water.

RAIDEN
What!?

OTACON
Yeah... when she was six years old, she almost drowned with my father in our swimming pool.



RAIDEN
She can't swim!?

OTACON
Well yes and no... we used to swim a lot together when we were kids. In fact, she swam like a fish until that day when she almost drowned...

*Only if player heard the background information from the Colonel

RAIDEN
quietly That pretty much coincides with what the Colonel told me...

*Convergence point

OTACON
When the accident happened, I was in my room. I learned later that E.E. was calling me for help...

OTACON
She didn't doubt for a minute that I'd be there.

OTACON
You could see the pool from my room... but I didn't realize at the time that she needed my help.

RAIDEN
What were you doing?

OTACON
I... I was...

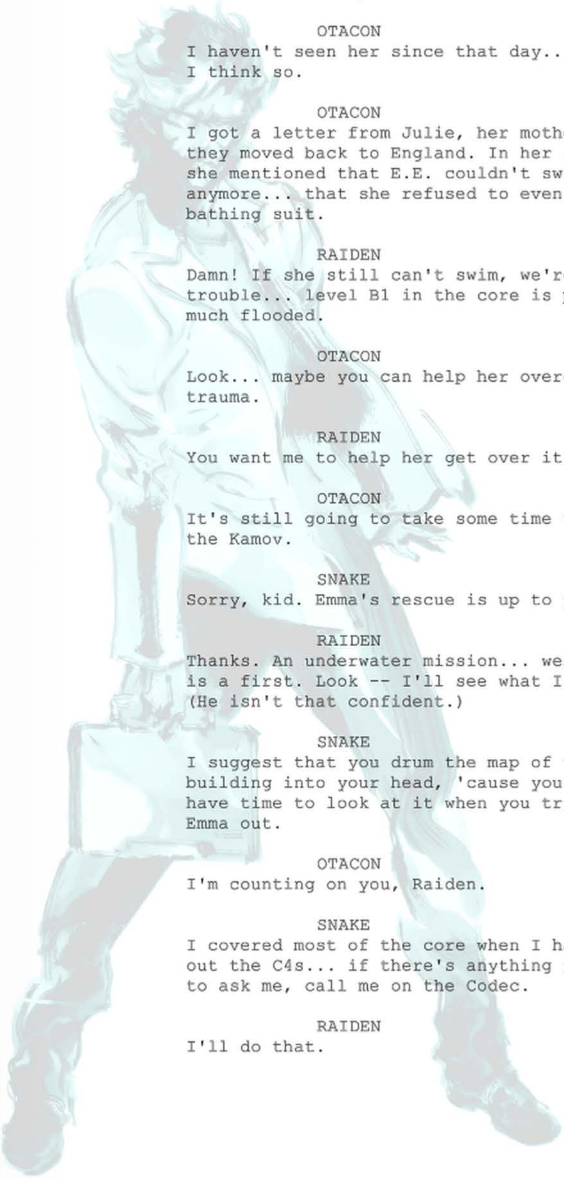
In fact, Emma witnessed what Otacon was doing right before she almost drowned.

RAIDEN
So Emma survived the ordeal...

OTACON
Yeah. But my father didn't...

RAIDEN
So you blamed yourself and left your family?

OTACON
No. E.E. seems to believe that was the case. The fact is... I betrayed her.



RAIDEN
And you think that she can't swim because of the traumatic experience?

OTACON
I haven't seen her since that day... but yes, I think so.

OTACON
I got a letter from Julie, her mother, after they moved back to England. In her letter, she mentioned that E.E. couldn't swim anymore... that she refused to even wear a bathing suit.

RAIDEN
Damn! If she still can't swim, we're in trouble... level B1 in the core is pretty much flooded.

OTACON
Look... maybe you can help her overcome the trauma.

RAIDEN
You want me to help her get over it?

OTACON
It's still going to take some time to repair the Kamov.

SNAKE
Sorry, kid. Emma's rescue is up to you.

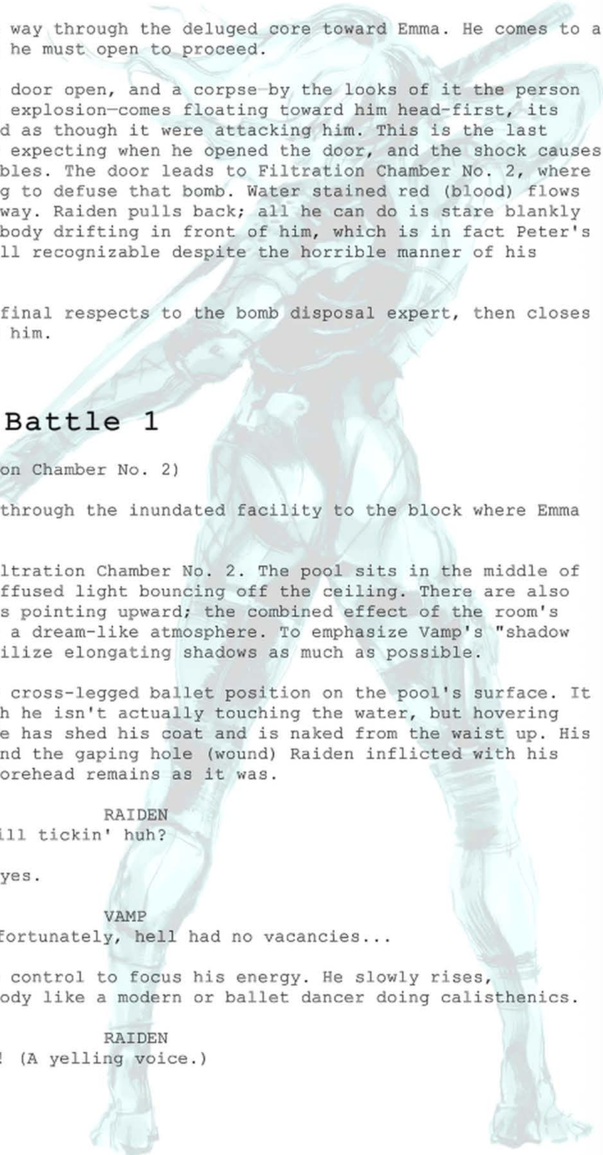
RAIDEN
Thanks. An underwater mission... well, this is a first. Look -- I'll see what I can do.
(He isn't that confident.)

SNAKE
I suggest that you drum the map of the building into your head, 'cause you won't have time to look at it when you try to bring Emma out.

OTACON
I'm counting on you, Raiden.

SNAKE
I covered most of the core when I had to take out the C4s... if there's anything you need to ask me, call me on the Codec.

RAIDEN
I'll do that.



Peter's Corpse 1

3D Cutscene 1

((KF) - Flooded Shell 2 Core)

Raiden swims his way through the deluged core toward Emma. He comes to a watertight hatch he must open to proceed.

Raiden pulls the door open, and a corpse—by the looks of it the person was killed in an explosion—comes floating toward him head-first, its arms outstretched as though it were attacking him. This is the last thing Raiden was expecting when he opened the door, and the shock causes him to expel bubbles. The door leads to Filtration Chamber No. 2, where Peter was working to defuse that bomb. Water stained red (blood) flows into the passageway. Raiden pulls back; all he can do is stare blankly at the lifeless body drifting in front of him, which is in fact Peter's (his face is still recognizable despite the horrible manner of his death).

Raiden pays his final respects to the bomb disposal expert, then closes the hatch behind him.

Pre-Vamp Battle 1

3D Cutscene 1

((MC) - Filtration Chamber No. 2)

Raiden makes it through the inundated facility to the block where Emma is being held.

He steps into Filtration Chamber No. 2. The pool sits in the middle of the room, its diffused light bouncing off the ceiling. There are also underwater lights pointing upward; the combined effect of the room's lighting creates a dream-like atmosphere. To emphasize Vamp's "shadow bind" attack, utilize elongating shadows as much as possible.

Vamp floats in a cross-legged ballet position on the pool's surface. It appears as though he isn't actually touching the water, but hovering just above it. He has shed his coat and is naked from the waist up. His eyes are shut, and the gaping hole (wound) Raiden inflicted with his gunshot to the forehead remains as it was.

RAIDEN

Still tickin' huh?

Vamp opens his eyes.

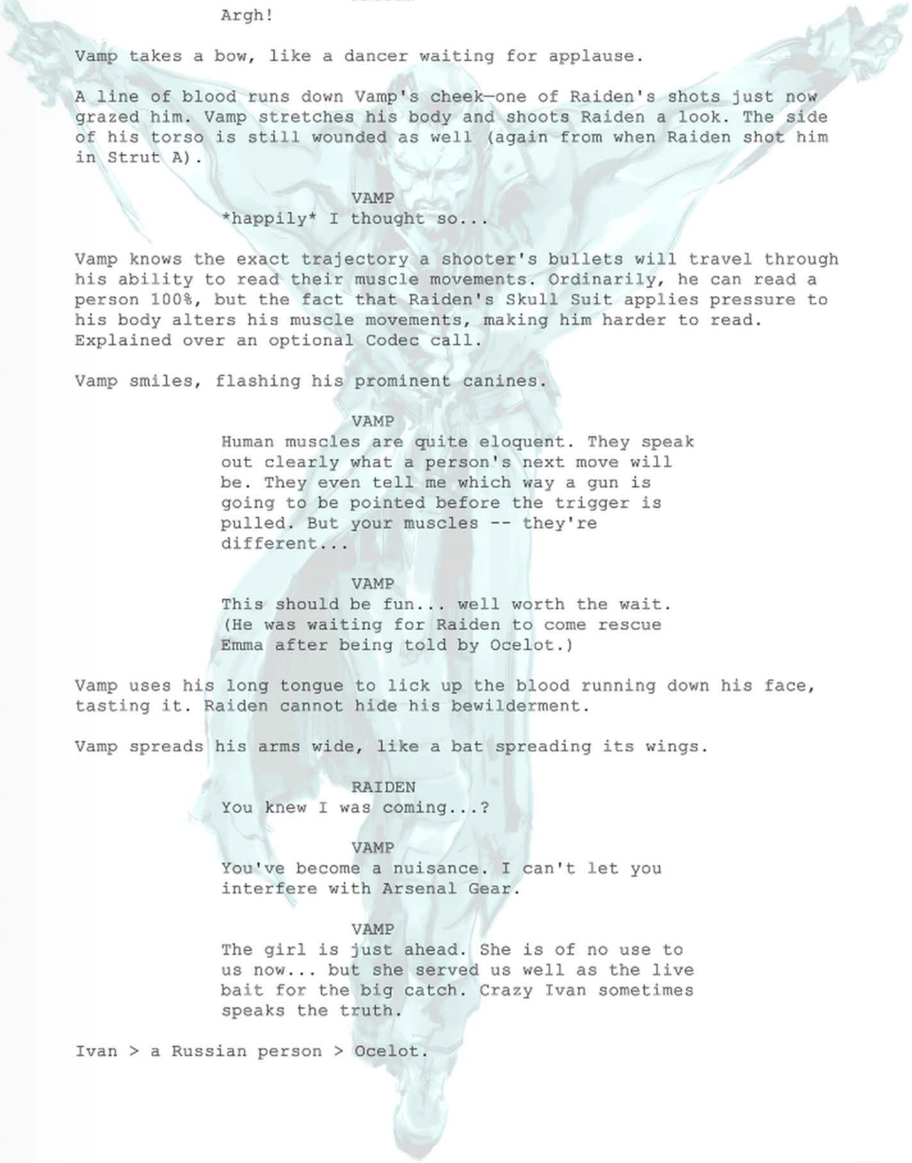
VAMP

Unfortunately, hell had no vacancies...

Vamp uses breath control to focus his energy. He slowly rises, untangling his body like a modern or ballet dancer doing calisthenics.

RAIDEN

Ha! (A yelling voice.)



Raiden opens fire without warning, but Vamp dodges the bullets with the grace of a ballet performance.

RAIDEN
Argh!

Vamp takes a bow, like a dancer waiting for applause.

A line of blood runs down Vamp's cheek—one of Raiden's shots just now grazed him. Vamp stretches his body and shoots Raiden a look. The side of his torso is still wounded as well (again from when Raiden shot him in Strut A).

VAMP
happily I thought so...

Vamp knows the exact trajectory a shooter's bullets will travel through his ability to read their muscle movements. Ordinarily, he can read a person 100%, but the fact that Raiden's Skull Suit applies pressure to his body alters his muscle movements, making him harder to read. Explained over an optional Codec call.

Vamp smiles, flashing his prominent canines.

VAMP
Human muscles are quite eloquent. They speak out clearly what a person's next move will be. They even tell me which way a gun is going to be pointed before the trigger is pulled. But your muscles -- they're different...

VAMP
This should be fun... well worth the wait. (He was waiting for Raiden to come rescue Emma after being told by Ocelot.)

Vamp uses his long tongue to lick up the blood running down his face, tasting it. Raiden cannot hide his bewilderment.

Vamp spreads his arms wide, like a bat spreading its wings.

RAIDEN
You knew I was coming...?

VAMP
You've become a nuisance. I can't let you interfere with Arsenal Gear.

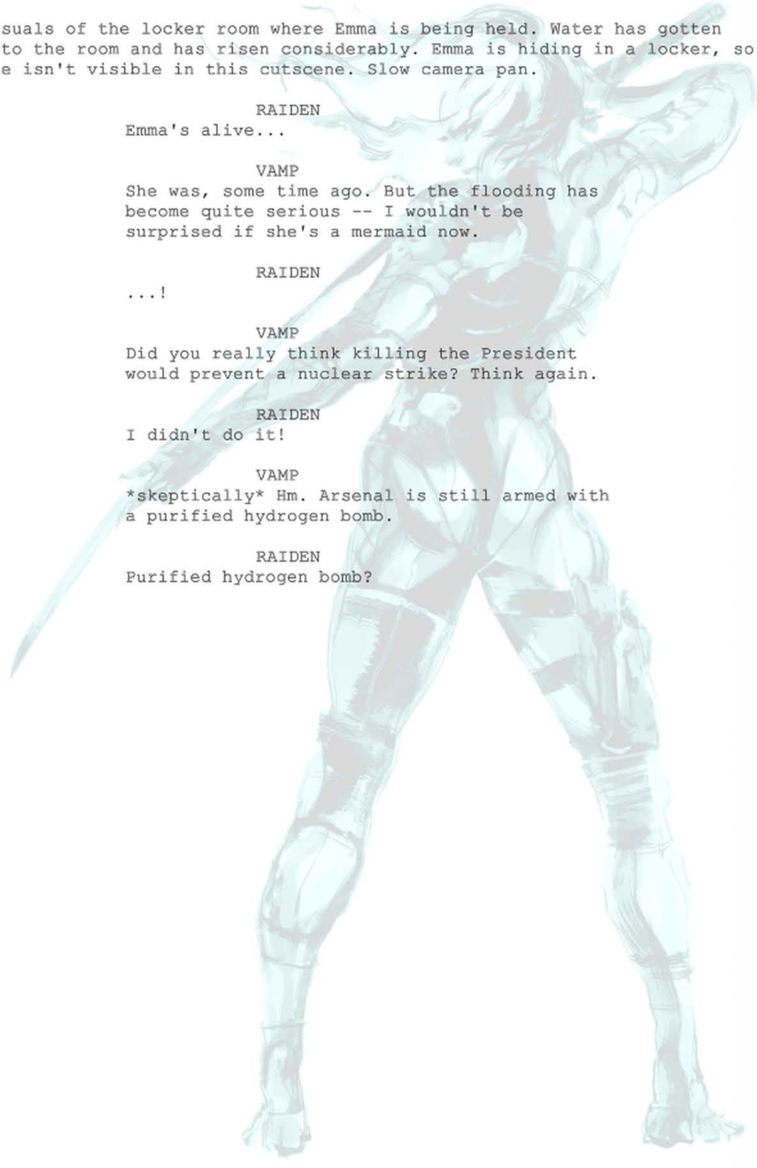
VAMP
The girl is just ahead. She is of no use to us now... but she served us well as the live bait for the big catch. Crazy Ivan sometimes speaks the truth.

Ivan > a Russian person > Ocelot.

Pre-Vamp Battle 2

3D Cutscene 2
(Shell 2 Core B1 Locker Room)

Visuals of the locker room where Emma is being held. Water has gotten into the room and has risen considerably. Emma is hiding in a locker, so she isn't visible in this cutscene. Slow camera pan.



RAIDEN
Emma's alive...

VAMP
She was, some time ago. But the flooding has become quite serious -- I wouldn't be surprised if she's a mermaid now.

RAIDEN
...!

VAMP
Did you really think killing the President would prevent a nuclear strike? Think again.

RAIDEN
I didn't do it!

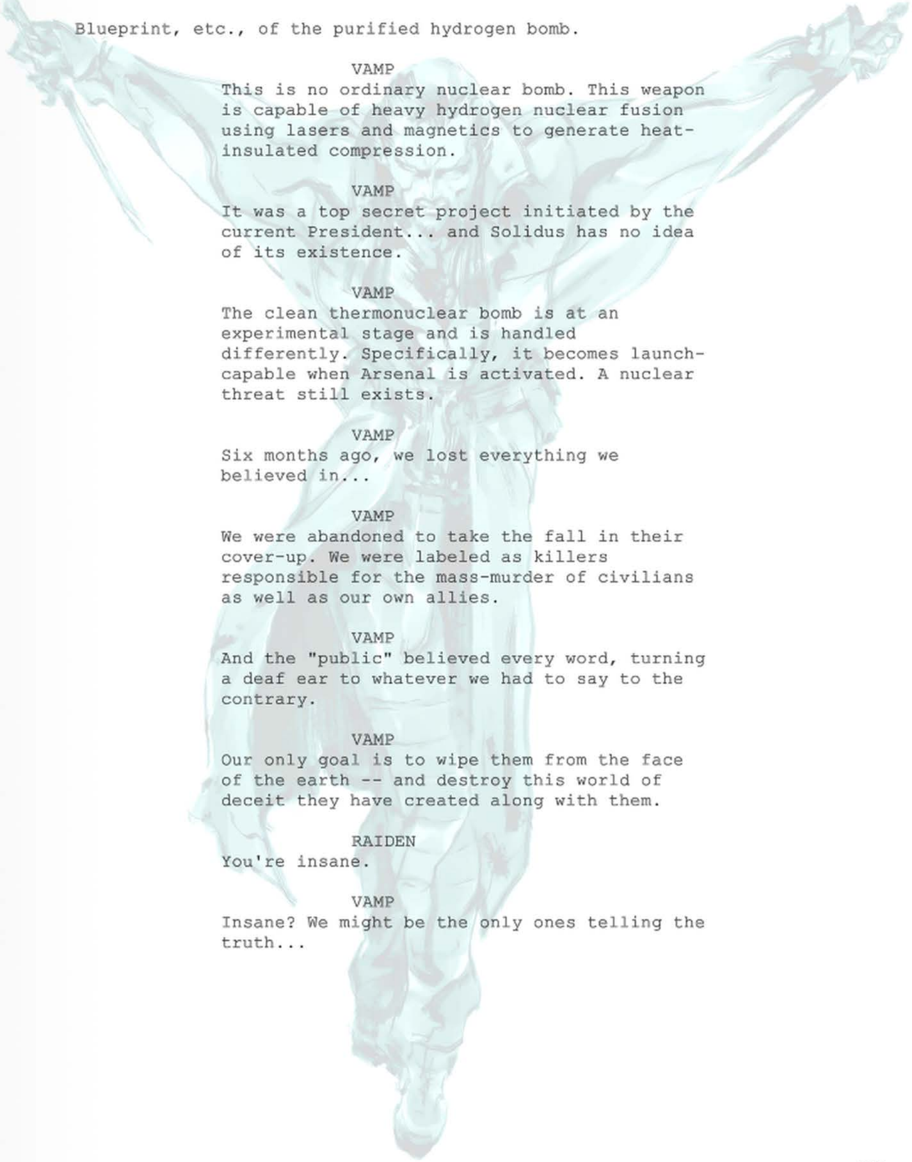
VAMP
skeptically Hm. Arsenal is still armed with a purified hydrogen bomb.

RAIDEN
Purified hydrogen bomb?

Pre-Vamp Battle 3

Movie Cutscene 1

(purified hydrogen bomb)



Blueprint, etc., of the purified hydrogen bomb.

VAMP
This is no ordinary nuclear bomb. This weapon is capable of heavy hydrogen nuclear fusion using lasers and magnetics to generate heat-insulated compression.

VAMP
It was a top secret project initiated by the current President... and Solidus has no idea of its existence.

VAMP
The clean thermonuclear bomb is at an experimental stage and is handled differently. Specifically, it becomes launch-capable when Arsenal is activated. A nuclear threat still exists.

VAMP
Six months ago, we lost everything we believed in...

VAMP
We were abandoned to take the fall in their cover-up. We were labeled as killers responsible for the mass-murder of civilians as well as our own allies.

VAMP
And the "public" believed every word, turning a deaf ear to whatever we had to say to the contrary.

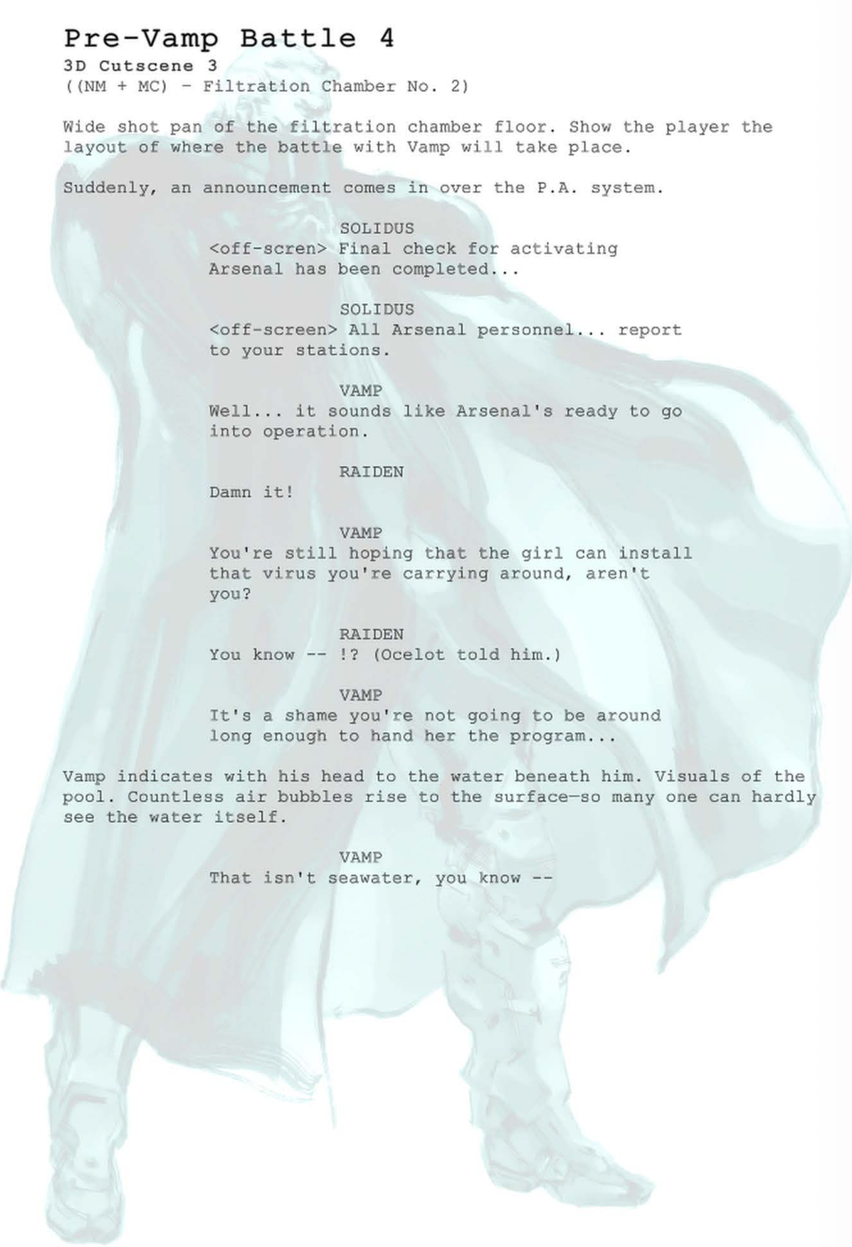
VAMP
Our only goal is to wipe them from the face of the earth -- and destroy this world of deceit they have created along with them.

RAIDEN
You're insane.

VAMP
Insane? We might be the only ones telling the truth...

Pre-Vamp Battle 4

3D Cutscene 3
((NM + MC) - Filtration Chamber No. 2)



Wide shot pan of the filtration chamber floor. Show the player the layout of where the battle with Vamp will take place.

Suddenly, an announcement comes in over the P.A. system.

SOLIDUS
<off-scren> Final check for activating Arsenal has been completed...

SOLIDUS
<off-screen> All Arsenal personnel... report to your stations.

VAMP
Well... it sounds like Arsenal's ready to go into operation.

RAIDEN
Damn it!

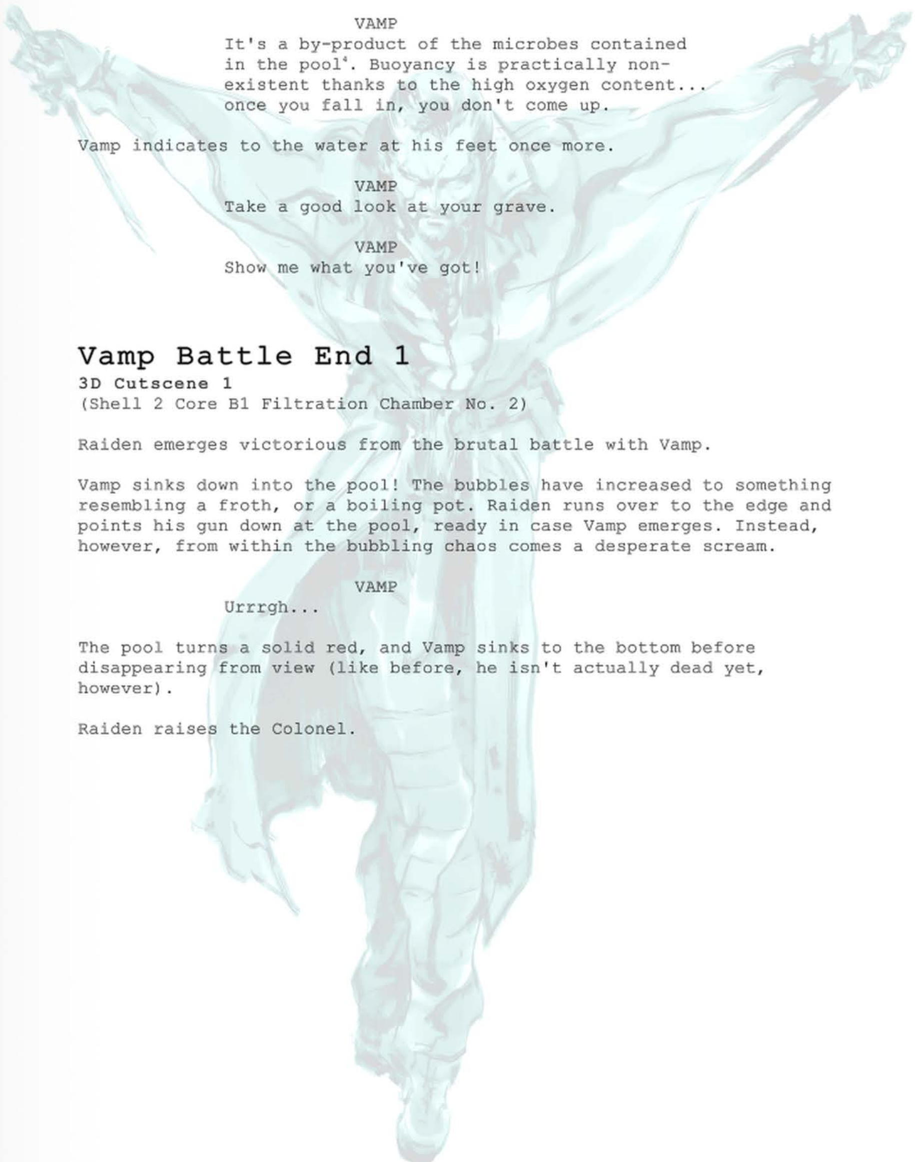
VAMP
You're still hoping that the girl can install that virus you're carrying around, aren't you?

RAIDEN
You know -- !? (Ocelot told him.)

VAMP
It's a shame you're not going to be around long enough to hand her the program...

Vamp indicates with his head to the water beneath him. Visuals of the pool. Countless air bubbles rise to the surface—so many one can hardly see the water itself.

VAMP
That isn't seawater, you know --



(As Snake explains over the Codec, having aerobic bacteria in the water means air needs to be pumped into it continuously, making the water's specific gravity extremely light.)

VAMP

It's a by-product of the microbes contained in the pool[4]. Buoyancy is practically non-existent thanks to the high oxygen content... once you fall in, you don't come up.

Vamp indicates to the water at his feet once more.

VAMP

Take a good look at your grave.

VAMP

Show me what you've got!

Vamp Battle End 1

3D Cutscene 1

(Shell 2 Core B1 Filtration Chamber No. 2)

Raiden emerges victorious from the brutal battle with Vamp.

Vamp sinks down into the pool! The bubbles have increased to something resembling a froth, or a boiling pot. Raiden runs over to the edge and points his gun down at the pool, ready in case Vamp emerges. Instead, however, from within the bubbling chaos comes a desperate scream.

VAMP

Urrrgh...

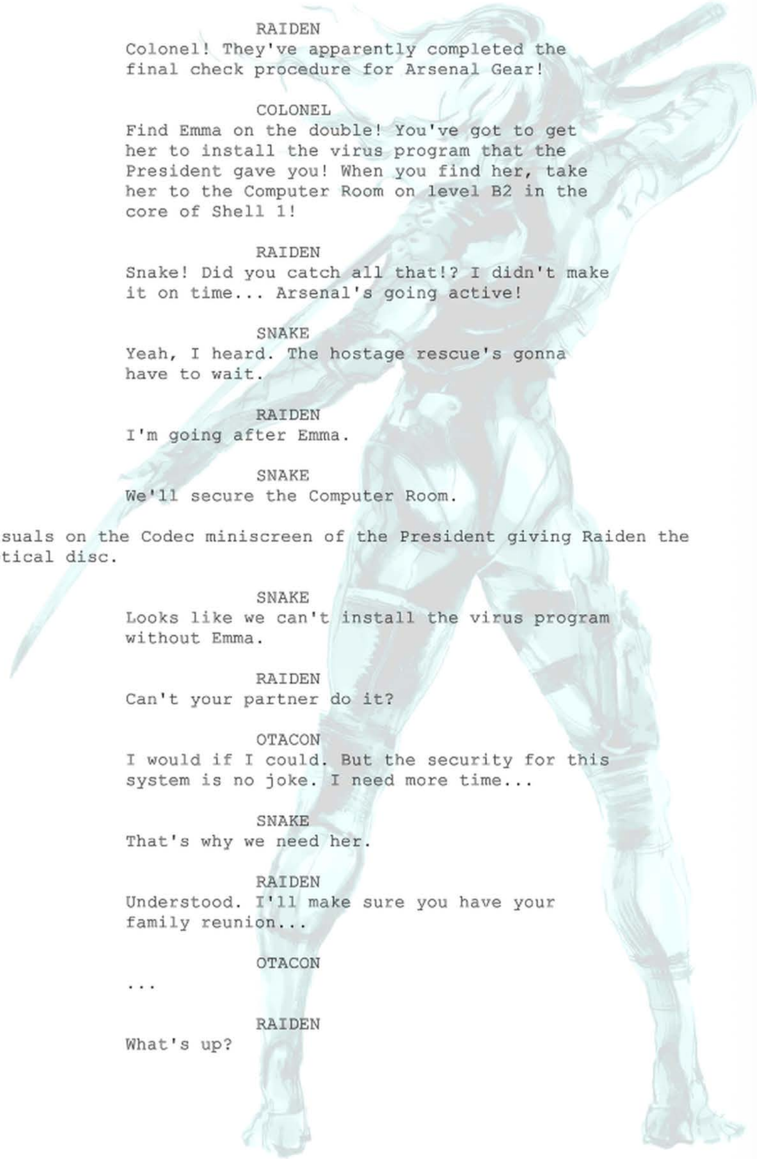
The pool turns a solid red, and Vamp sinks to the bottom before disappearing from view (like before, he isn't actually dead yet, however).

Raiden raises the Colonel.

Vamp Battle End 2

Codec Call 1

(mandatory outgoing call to the Colonel)



RAIDEN
Colonel! They've apparently completed the final check procedure for Arsenal Gear!

COLONEL
Find Emma on the double! You've got to get her to install the virus program that the President gave you! When you find her, take her to the Computer Room on level B2 in the core of Shell 1!

RAIDEN
Snake! Did you catch all that!? I didn't make it on time... Arsenal's going active!

SNAKE
Yeah, I heard. The hostage rescue's gonna have to wait.

RAIDEN
I'm going after Emma.

SNAKE
We'll secure the Computer Room.

Visuals on the Codec miniscreen of the President giving Raiden the optical disc.

SNAKE
Looks like we can't install the virus program without Emma.

RAIDEN
Can't your partner do it?

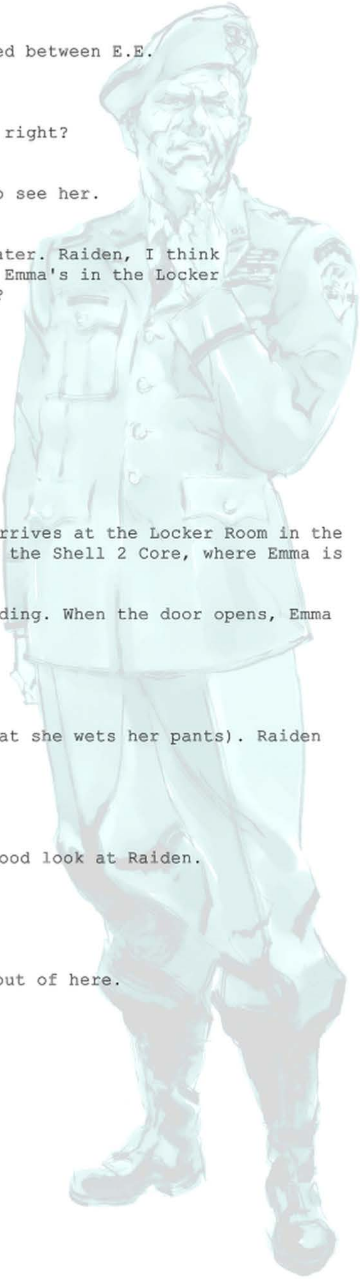
OTACON
I would if I could. But the security for this system is no joke. I need more time...

SNAKE
That's why we need her.

RAIDEN
Understood. I'll make sure you have your family reunion...

OTACON
...

RAIDEN
What's up?



OTACON
A lot of years have passed between E.E. (Emma) and me...

RAIDEN
Then you should see her, right?

OTACON
I don't have the right to see her.

SNAKE
We can talk about this later. Raiden, I think you'd better get moving, Emma's in the Locker Room to the north, right?

RAIDEN
I'm on it!

Emma Rescue 1

3D Cutscene 1

(Shell 2 Core B1 Locker Room)

After defeating Vamp, Raiden finally arrives at the Locker Room in the Residential Section on the B1 level of the Shell 2 Core, where Emma is being held captive.

He opens the locker in which she is hiding. When the door opens, Emma falls on her butt.

EMMA
screams !

Emma is pretty scared (to the point that she wets her pants). Raiden tries to calm her down.

RAIDEN
Are you alright?

Emma settles down and gets her first good look at Raiden.

EMMA
Who are you?

RAIDEN
Raiden. I'm getting you out of here.

Emma doesn't quite believe him.

EMMA
Get me out...?

Emma, still sitting, confronts Raiden.

EMMA
You're lying! Where're you taking me this time!?

Emma draws back into the locker. Unable to go any further, she cowers against the wall as if hoping to pass through it.

RAIDEN
What are you talking about!? I'm here to help!

EMMA
? (She's been somewhat overpowered.)

RAIDEN
Here -- I'll prove it.

He touches his neck to indicate his Codec.

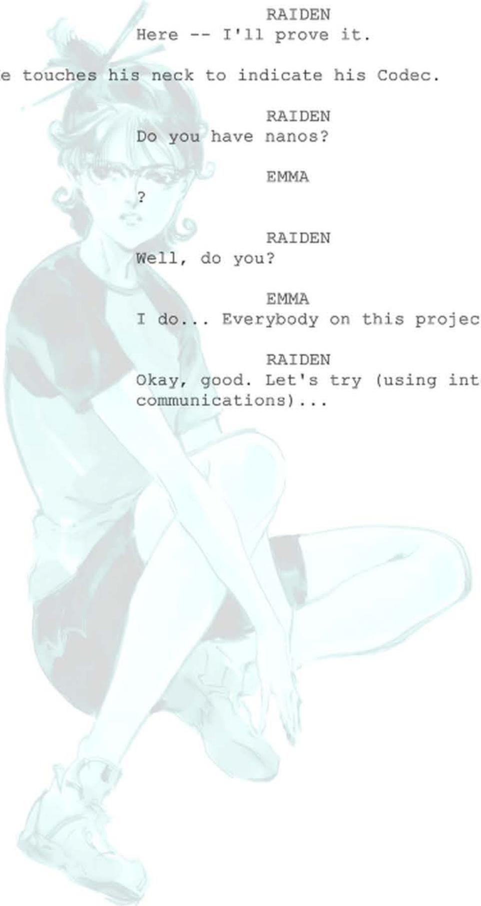
RAIDEN
Do you have nanos?

EMMA
?

RAIDEN
Well, do you?

EMMA
I do... Everybody on this project has them...

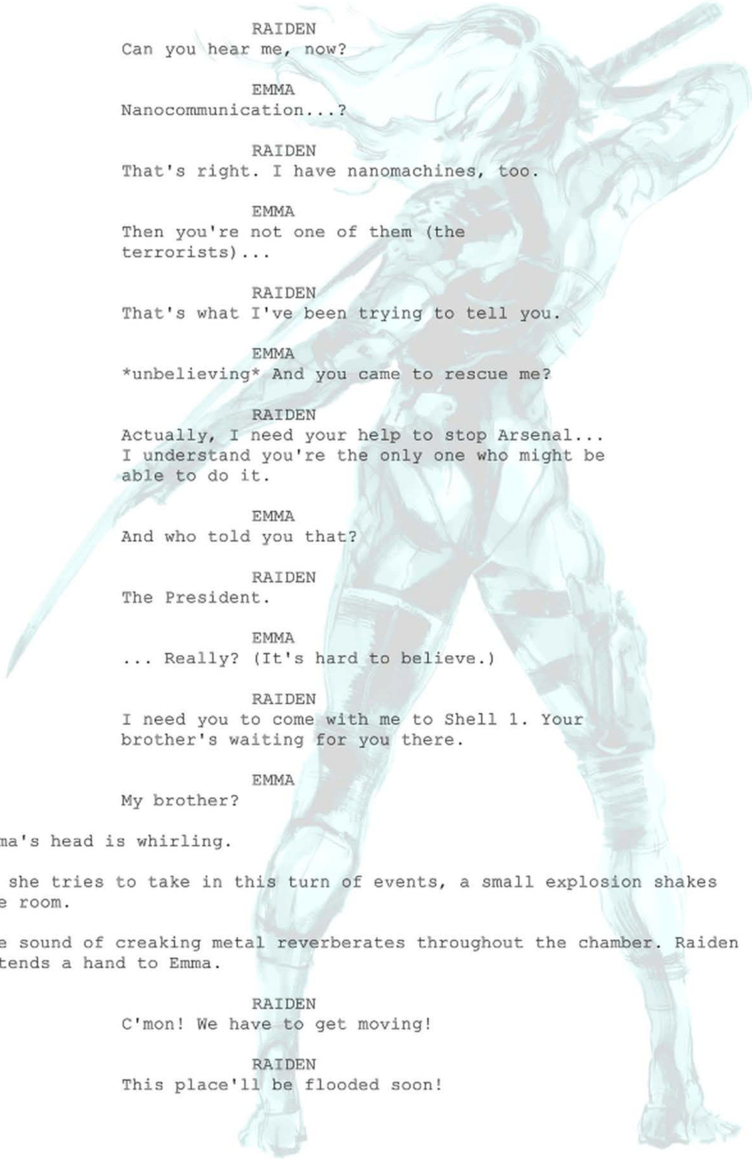
RAIDEN
Okay, good. Let's try (using internal communications)...



Emma Rescue 2

Codec Call 1

(internal communication with Emma)



RAIDEN
Can you hear me, now?

EMMA
Nanocommunication...?

RAIDEN
That's right. I have nanomachines, too.

EMMA
Then you're not one of them (the terrorists)...

RAIDEN
That's what I've been trying to tell you.

EMMA
unbelieving And you came to rescue me?

RAIDEN
Actually, I need your help to stop Arsenal... I understand you're the only one who might be able to do it.

EMMA
And who told you that?

RAIDEN
The President.

EMMA
... Really? (It's hard to believe.)

RAIDEN
I need you to come with me to Shell 1. Your brother's waiting for you there.

EMMA
My brother?

Emma's head is whirling.

As she tries to take in this turn of events, a small explosion shakes the room.

The sound of creaking metal reverberates throughout the chamber. Raiden extends a hand to Emma.

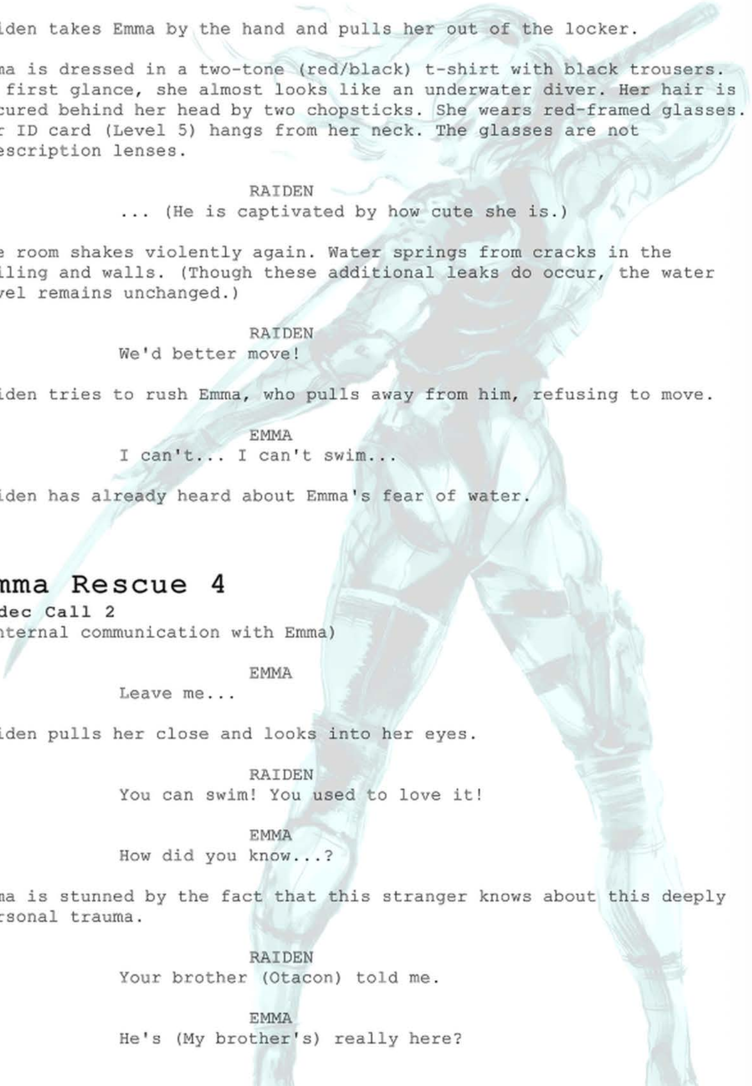
RAIDEN
C'mon! We have to get moving!

RAIDEN
This place'll be flooded soon!

Emma Rescue 3

3D Cutscene 2

(Shell 2 Core B1 Locker Room)



Raiden takes Emma by the hand and pulls her out of the locker.

Emma is dressed in a two-tone (red/black) t-shirt with black trousers. At first glance, she almost looks like an underwater diver. Her hair is secured behind her head by two chopsticks. She wears red-framed glasses. Her ID card (Level 5) hangs from her neck. The glasses are not prescription lenses.

RAIDEN

... (He is captivated by how cute she is.)

The room shakes violently again. Water springs from cracks in the ceiling and walls. (Though these additional leaks do occur, the water level remains unchanged.)

RAIDEN

We'd better move!

Raiden tries to rush Emma, who pulls away from him, refusing to move.

EMMA

I can't... I can't swim...

Raiden has already heard about Emma's fear of water.

Emma Rescue 4

Codec Call 2

(internal communication with Emma)

EMMA

Leave me...

Raiden pulls her close and looks into her eyes.

RAIDEN

You can swim! You used to love it!

EMMA

How did you know...?

Emma is stunned by the fact that this stranger knows about this deeply personal trauma.

RAIDEN

Your brother (Otacon) told me.

EMMA

He's (My brother's) really here?

Putting a comforting hand on Emma's shoulder, Raiden continues.

RAIDEN
That's right... He's here to rescue you.

Shaking off Raiden's hand, Emma turns away from him.

EMMA
I don't believe you! He would never come for me!

RAIDEN
And I'm telling you he's here -- waiting for us at Shell 1!

EMMA
No! He left me... my mother-- when we needed him the most! When my father died, all he could think about was himself!

Emma hangs her head in misery.

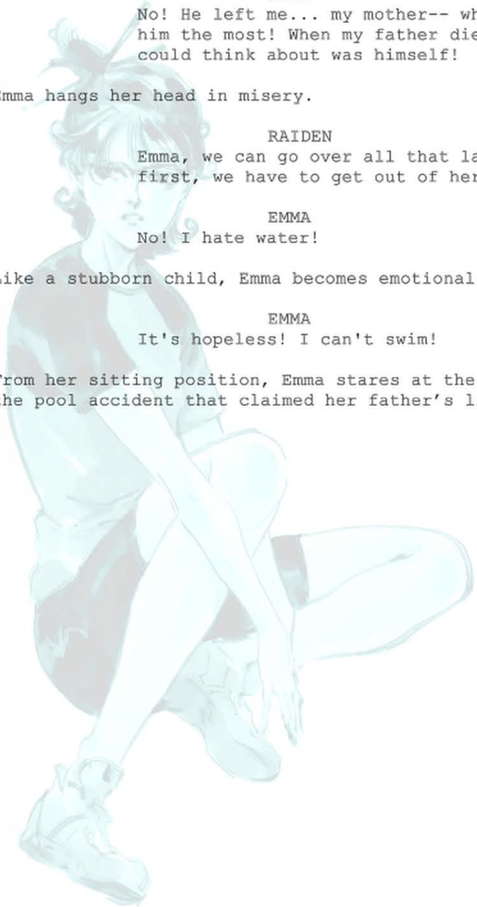
RAIDEN
Emma, we can go over all that later. But first, we have to get out of here!

EMMA
No! I hate water!

Like a stubborn child, Emma becomes emotional, screaming her objections.

EMMA
It's hopeless! I can't swim!

From her sitting position, Emma stares at the water's surface, recalling the pool accident that claimed her father’s life.



Emma Rescue 5

Movie Cutscene 1

(water surface)

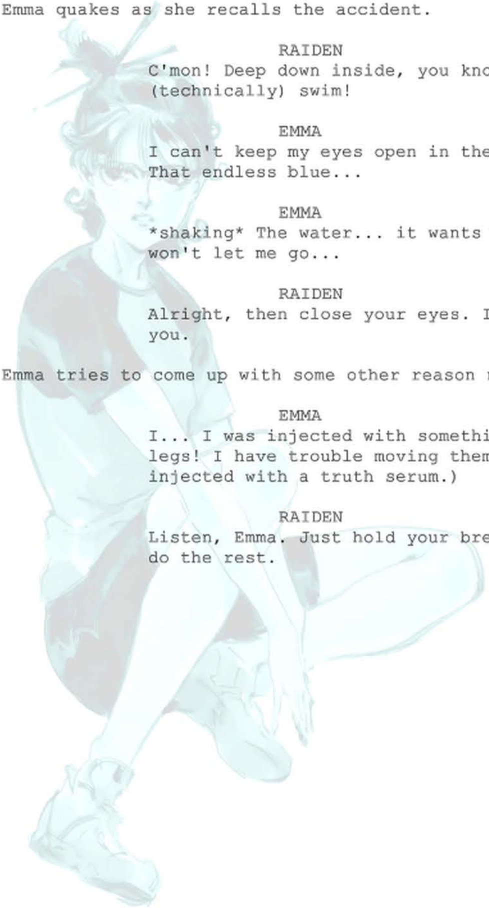
Emma's pool accident movie asset. Real-life footage of water surface.

EMMA
I can't swim!

RAIDEN
You can do it!

EMMA
I can't...

Emma quakes as she recalls the accident.



RAIDEN
C'mon! Deep down inside, you know you can (technically) swim!

EMMA
I can't keep my eyes open in the water... That endless blue...

EMMA
shaking The water... it wants me... It won't let me go...

RAIDEN
Alright, then close your eyes. I'll guide you.

Emma tries to come up with some other reason not to swim.

EMMA
I... I was injected with something! Um... my legs! I have trouble moving them! (She's been injected with a truth serum.)

RAIDEN
Listen, Emma. Just hold your breath... I'll do the rest.

Emma Rescue 6

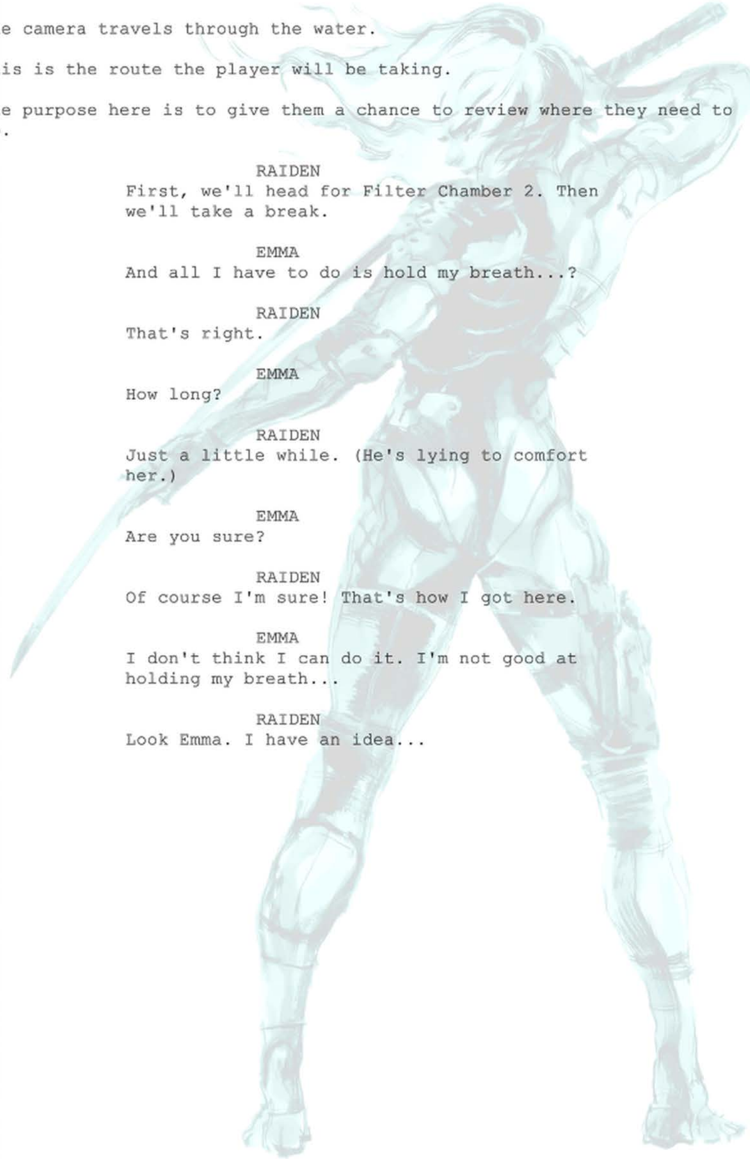
3D Cutscene 3

((NM) - Shell 2 Core Underwater)

The camera travels through the water.

This is the route the player will be taking.

The purpose here is to give them a chance to review where they need to go.



RAIDEN
First, we'll head for Filter Chamber 2. Then we'll take a break.

EMMA
And all I have to do is hold my breath...?

RAIDEN
That's right.

EMMA
How long?

RAIDEN
Just a little while. (He's lying to comfort her.)

EMMA
Are you sure?

RAIDEN
Of course I'm sure! That's how I got here.

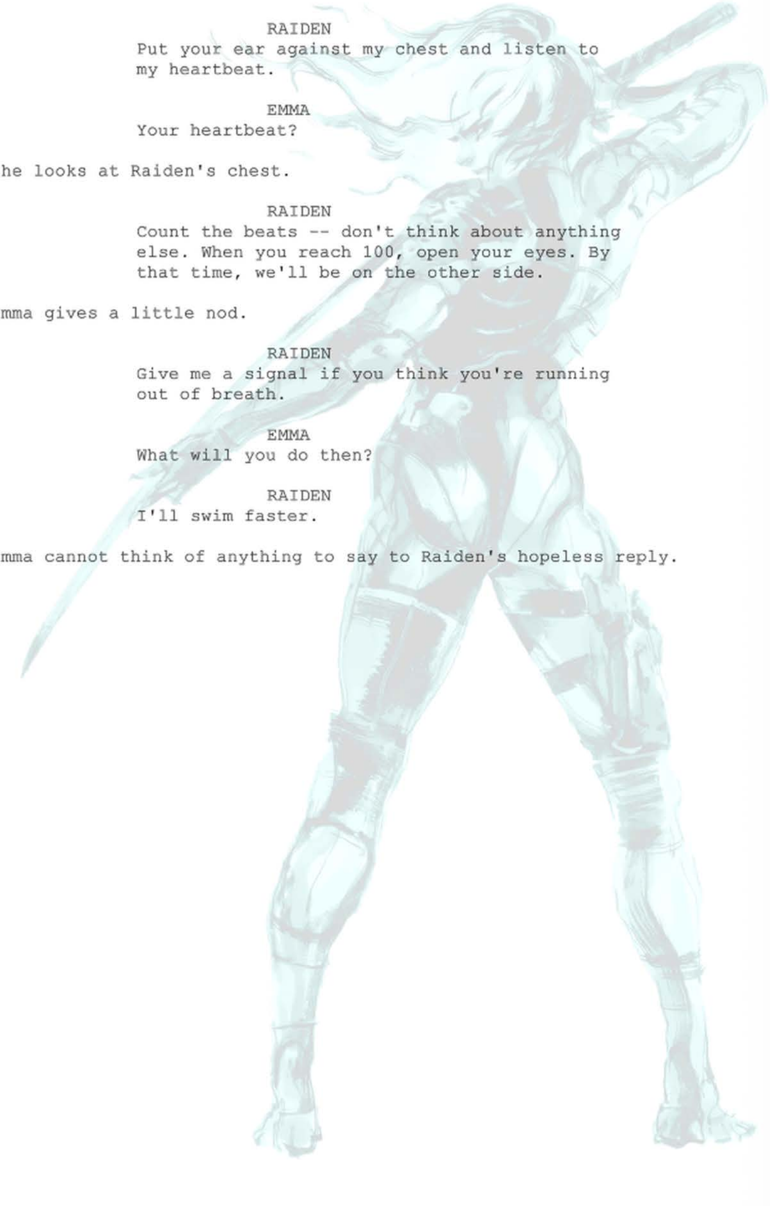
EMMA
I don't think I can do it. I'm not good at holding my breath...

RAIDEN
Look Emma. I have an idea...

Emma Rescue 7

Codec Call 3

(internal communication with Emma)



RAIDEN

Put your ear against my chest and listen to my heartbeat.

EMMA

Your heartbeat?

She looks at Raiden's chest.

RAIDEN

Count the beats -- don't think about anything else. When you reach 100, open your eyes. By that time, we'll be on the other side.

Emma gives a little nod.

RAIDEN

Give me a signal if you think you're running out of breath.

EMMA

What will you do then?

RAIDEN

I'll swim faster.

Emma cannot think of anything to say to Raiden's hopeless reply.

Emma Rescue 8

3D Cutscene 4

(Shell 2 Core B1 Locker Room)

It's been a little while since the locker rescue. Raiden questions Emma. He turns her face by the chin so that she's looking at him. They have already moved to the point in front of the stairs (submerged position). They stand waist-deep in water.

Raiden moves into the water with Emma in tow. Emma stands behind Raiden.

She grabs onto him from behind.

RAIDEN
Hang on tight...

Emma holds on to Raiden tightly. The water is at waist level.

RAIDEN
Okay, let's go!

EMMA
I'm closing my eyes...

Emma wants some affirmation to take her mind off the water.

RAIDEN
Take some deep breaths...

RAIDEN
One... two... three...

EMMA
Wait!

RAIDEN
What is it?

Releasing her grip from around Raiden's waist, Emma removes her glasses.

EMMA
Let me take off my glasses...

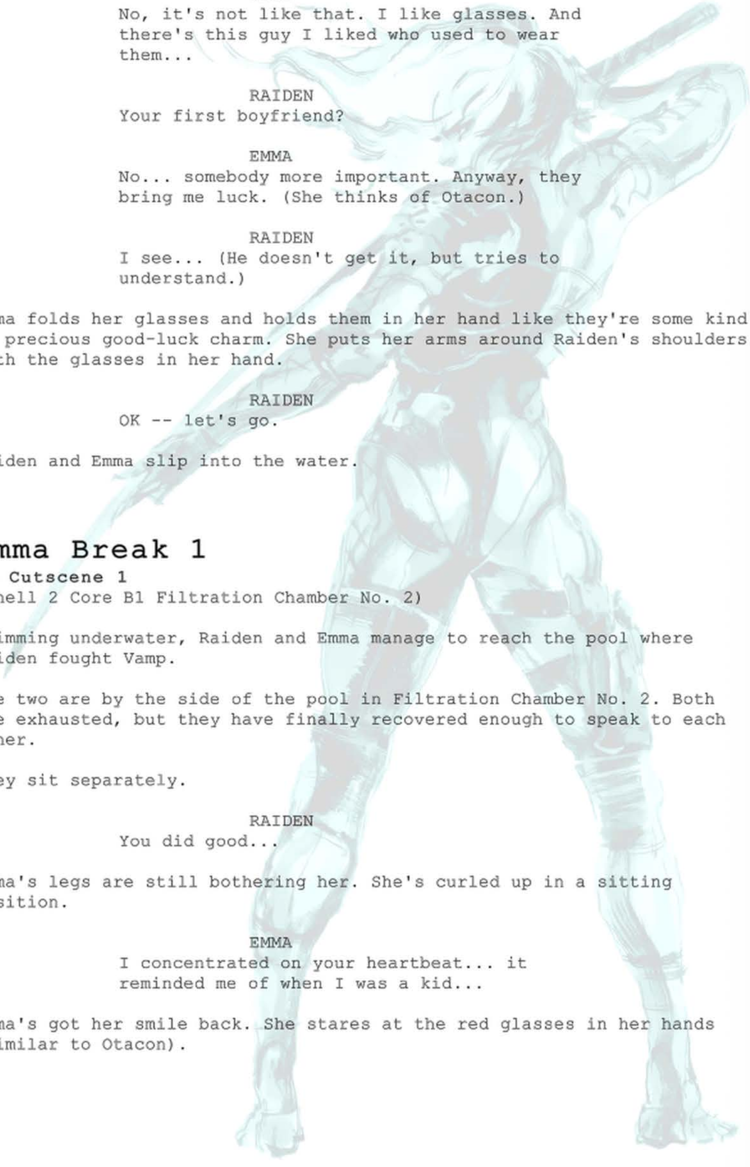
Seeing Emma without her glasses, Raiden is even more taken aback by how cute she is.

RAIDEN
You know... you should wear contacts.

EMMA
There's nothing wrong with my eyes.

RAIDEN
?

EMMA
I wear them for show.



RAIDEN
Trying to be different from the other girls?

EMMA
No, it's not like that. I like glasses. And there's this guy I liked who used to wear them...

RAIDEN
Your first boyfriend?

EMMA
No... somebody more important. Anyway, they bring me luck. (She thinks of Otacon.)

RAIDEN
I see... (He doesn't get it, but tries to understand.)

Emma folds her glasses and holds them in her hand like they're some kind of precious good-luck charm. She puts her arms around Raiden's shoulders with the glasses in her hand.

RAIDEN
OK -- let's go.

Raiden and Emma slip into the water.

Emma Break 1

3D Cutscene 1

(Shell 2 Core B1 Filtration Chamber No. 2)

Swimming underwater, Raiden and Emma manage to reach the pool where Raiden fought Vamp.

The two are by the side of the pool in Filtration Chamber No. 2. Both are exhausted, but they have finally recovered enough to speak to each other.

They sit separately.

RAIDEN
You did good...

Emma's legs are still bothering her. She's curled up in a sitting position.

EMMA
I concentrated on your heartbeat... it reminded me of when I was a kid...

Emma's got her smile back. She stares at the red glasses in her hands (similar to Otacon).

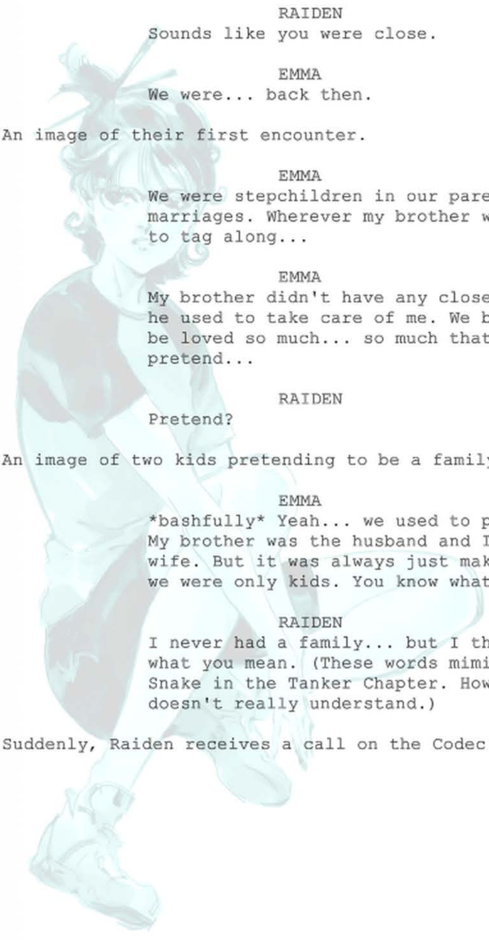
Emma Break 2

Movie Cutscene 1

(Emma and Otacon PICT)

Otacon and Emma as kids/PICT movie.

A young Otacon carries young Emma on his back. Little Emma sleeps peacefully against his shoulder.



EMMA

I remembered my brother giving me a piggyback ride... I was sleeping with my ear against his back... I could hear his heartbeat...

RAIDEN

Sounds like you were close.

EMMA

We were... back then.

An image of their first encounter.

EMMA

We were stepchildren in our parent's second marriages. Wherever my brother went, I used to tag along...

EMMA

My brother didn't have any close friends, so he used to take care of me. We both wanted to be loved so much... so much that we used to pretend...

RAIDEN

Pretend?

An image of two kids pretending to be a family.

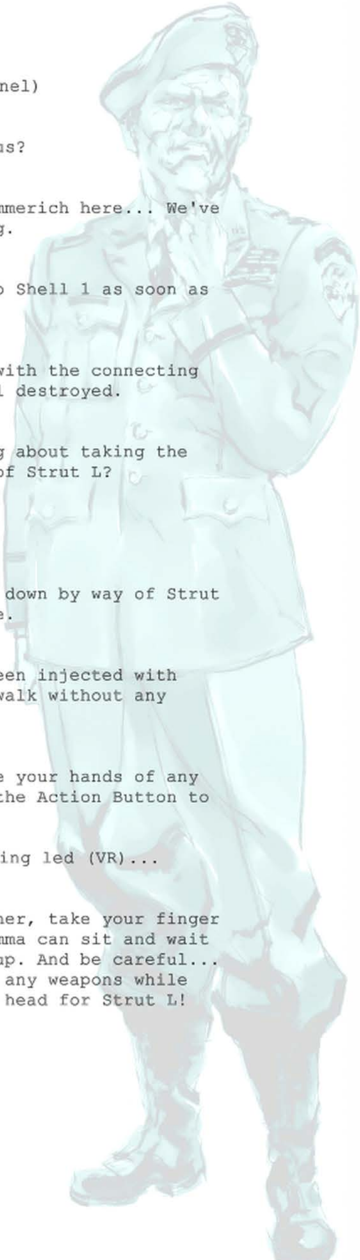
EMMA

bashfully Yeah... we used to play "House." My brother was the husband and I was the wife. But it was always just make believe... we were only kids. You know what I mean?

RAIDEN

I never had a family... but I think I know what you mean. (These words mimic those of Snake in the Tanker Chapter. However, he doesn't really understand.)

Suddenly, Raiden receives a call on the Codec!



Emma Break 3

Codec Call 1

(mandatory incoming call from the Colonel)

COLONEL

Raiden, what's your status?

RAIDEN

Colonel? I've got Emma Emmerich here... We've managed to avoid drowning.

COLONEL

Good job. Get her over to Shell 1 as soon as you can.

RAIDEN

That's going to be hard with the connecting bridge on the upper level destroyed.

COLONEL

Didn't Olga say something about taking the oil fence at the bottom of Strut L?

RAIDEN

Yeah, I remember that.

COLONEL

You should be able to go down by way of Strut L. Try and get over there.

RAIDEN

What about Emma? She's been injected with something and she can't walk without any help.

COLONEL

Take her with you... Free your hands of any equipment and hold down the Action Button to give her a hand.

The miniscreen shows images of Emma being led (VR)...

COLONEL

To release your grip on her, take your finger off the Action Button. Emma can sit and wait until you help her back up. And be careful... you won't be able to use any weapons while you're leading her. Now, head for Strut L!

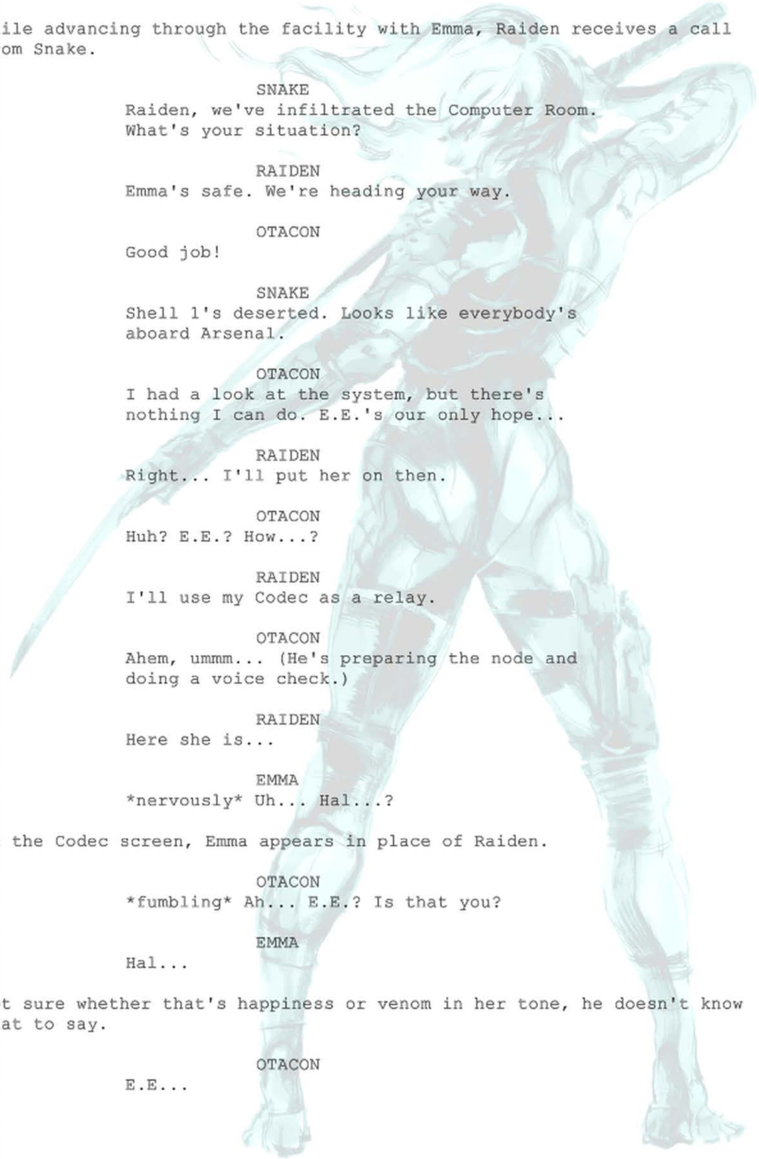
RAIDEN

We're on our way.

Emma and Otacon 2

Codec Call 2

(mandatory incoming call)



While advancing through the facility with Emma, Raiden receives a call from Snake.

SNAKE
Raiden, we've infiltrated the Computer Room. What's your situation?

RAIDEN
Emma's safe. We're heading your way.

OTACON
Good job!

SNAKE
Shell 1's deserted. Looks like everybody's aboard Arsenal.

OTACON
I had a look at the system, but there's nothing I can do. E.E.'s our only hope...

RAIDEN
Right... I'll put her on then.

OTACON
Huh? E.E.? How...?

RAIDEN
I'll use my Codec as a relay.

OTACON
Ahem, ummm... (He's preparing the node and doing a voice check.)

RAIDEN
Here she is...

EMMA
nervously Uh... Hal...?

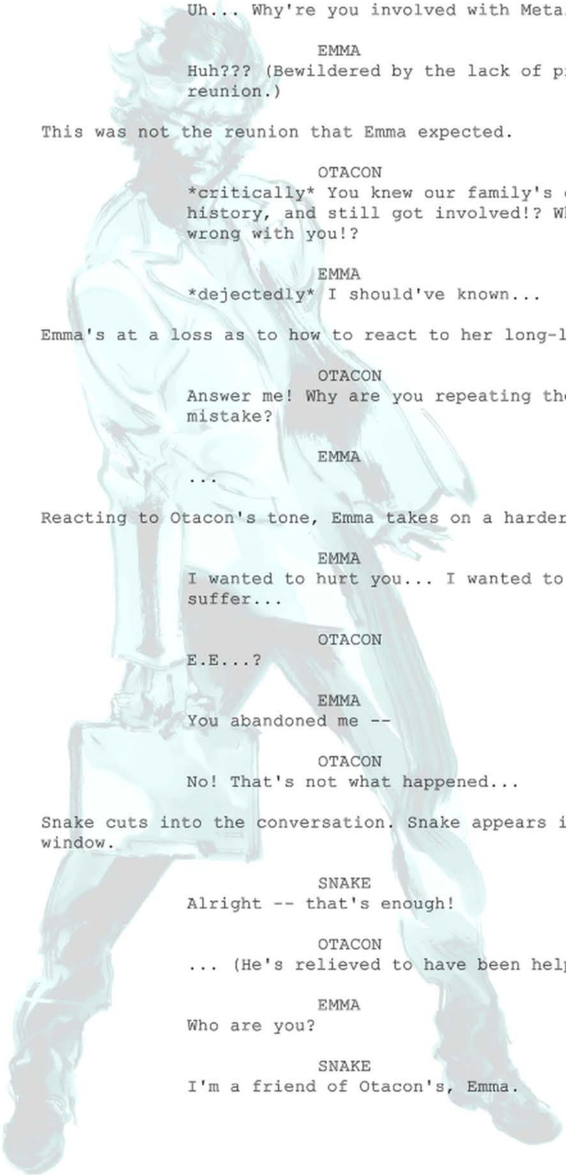
On the Codec screen, Emma appears in place of Raiden.

OTACON
fumbling Ah... E.E.? Is that you?

EMMA
Hal...

Not sure whether that's happiness or venom in her tone, he doesn't know what to say.

OTACON
E.E...



Otacon can't bring himself to apologize to Emma.

OTACON
Uh... Why're you involved with Metal Gear?

EMMA
Huh??? (Bewildered by the lack of proper reunion.)

This was not the reunion that Emma expected.

OTACON
critically You knew our family's dark history, and still got involved!? What's wrong with you!?

EMMA
dejectedly I should've known...

Emma's at a loss as to how to react to her long-lost brother's words.

OTACON
Answer me! Why are you repeating the same mistake?

EMMA
...

Reacting to Otacon's tone, Emma takes on a harder approach.

EMMA
I wanted to hurt you... I wanted to see you suffer...

OTACON
E.E...?

EMMA
You abandoned me --

OTACON
No! That's not what happened...

Snake cuts into the conversation. Snake appears in Otacon's display window.

SNAKE
Alright -- that's enough!

OTACON
... (He's relieved to have been helped out.)

EMMA
Who are you?

SNAKE
I'm a friend of Otacon's, Emma.

EMMA
Otacon... (She's digesting his nickname.)

SNAKE
Enough with the sibling rivalry.

EMMA
That's not what this is!!

SNAKE
We haven't got time for this! Raiden! Get her over here, right now.

Emma falters after hearing Snake's sharp words.

EMMA
I -- I...

Raiden reappears in his window. He answers on Emma's behalf.

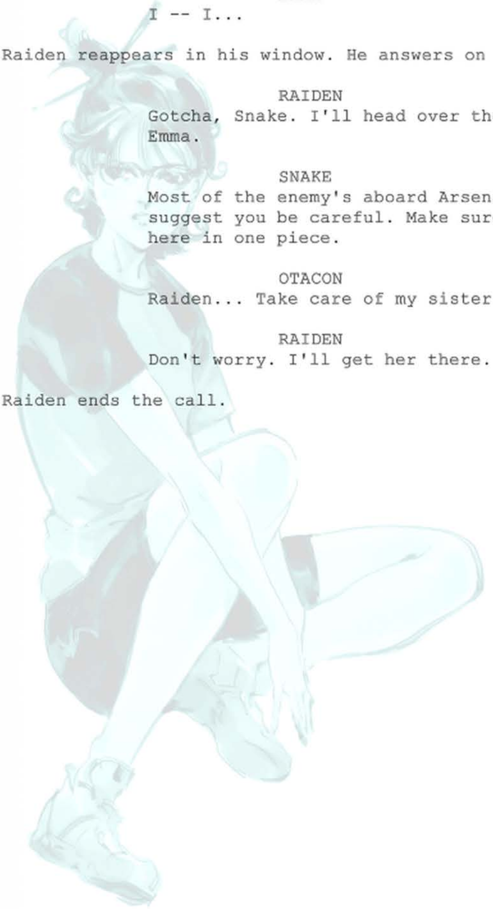
RAIDEN
Gotcha, Snake. I'll head over there with Emma.

SNAKE
Most of the enemy's aboard Arsenal. But I suggest you be careful. Make sure Emma gets here in one piece.

OTACON
Raiden... Take care of my sister.

RAIDEN
Don't worry. I'll get her there.

Raiden ends the call.



Emma and AI 1

3D Cutscene 1

((MC) - Shell 2 Core B1 Water's Surface)

Raiden continues with Emma. They pass through Filtration Chamber No. 2, then stop in front of a flooded stairway that disappears below the water's surface.

RAIDEN
Emma, Snake and Hal are waiting for us in Shell 1's Computer Room.

Emma doesn't reply. She stares at the water before her.

RAIDEN
I've got this disc that the President gave me...

Raiden shows Emma the optical disc.

RAIDEN
This disc is supposed to contain a virus that can corrupt Arsenal Gear's operating system. We need you to (upload it)...

Staring at the disc, Emma cuts Raiden off.

EMMA
This is... This is my program...

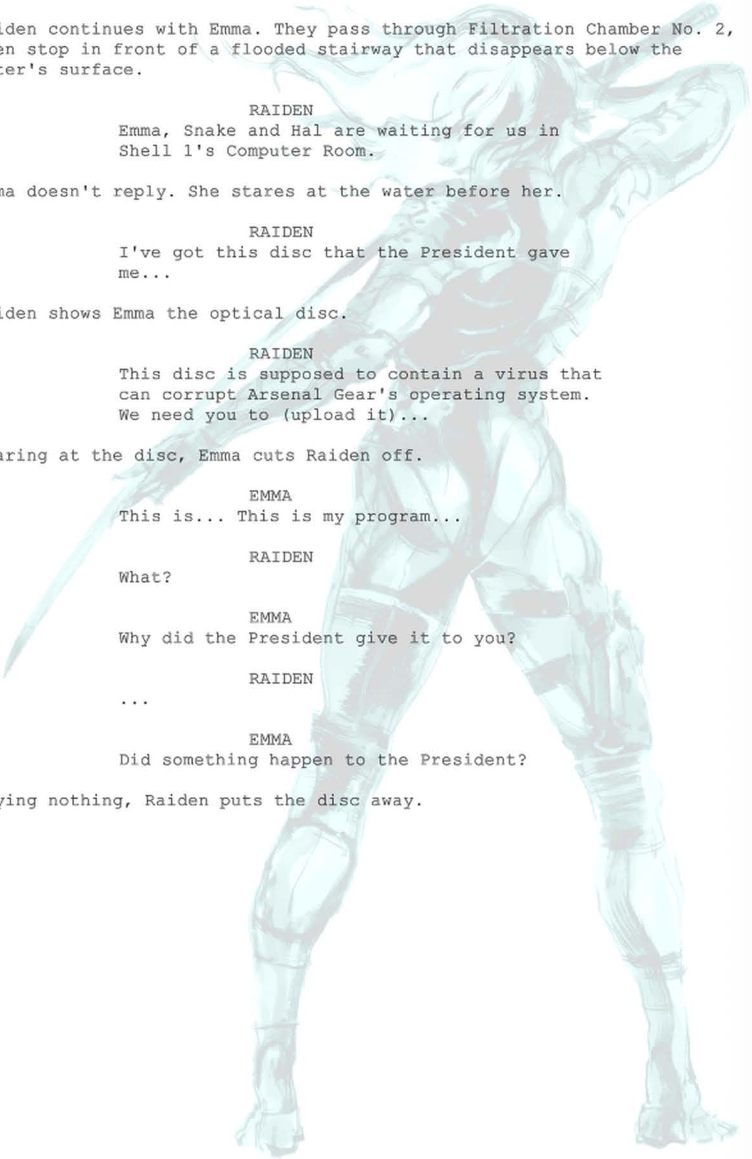
RAIDEN
What?

EMMA
Why did the President give it to you?

RAIDEN
...

EMMA
Did something happen to the President?

Saying nothing, Raiden puts the disc away.



Emma and AI 2

Movie Cutscene 1
(flashback to the President's death)

3D cutscene (flashback: 3D cutscene when the President dies).

Scene where Ocelot kills the President. The President breathing his last.

RAIDEN
The President... He's dead.

EMMA
What...? (She isn't accustomed to death.)

RAIDEN
You actually wrote this virus?

EMMA
It's not really a virus... it's more like a worm cluster. It's actually a delayed-effect autonomous program that's designed to invade GW's cerebrum and render its nerve connections useless.

RAIDEN
You know what GW is?

EMMA
Of course... I created it.

RAIDEN
surprised ...

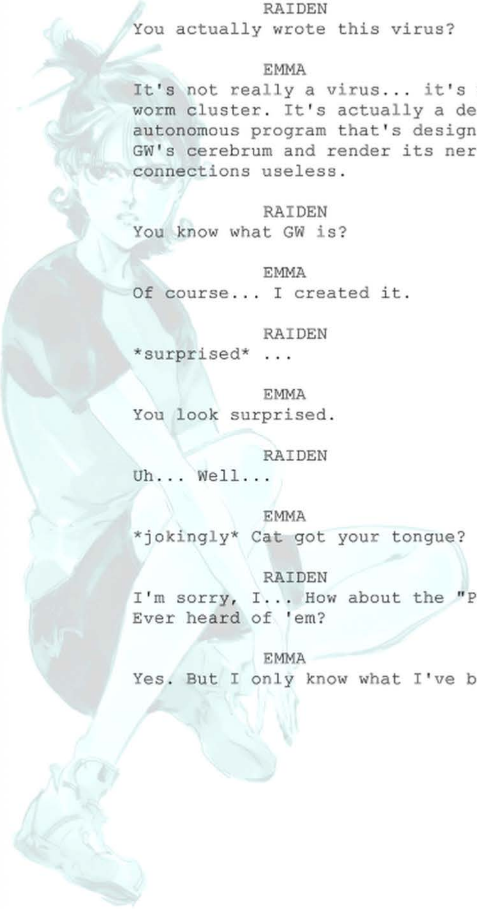
EMMA
You look surprised.

RAIDEN
Uh... Well...

EMMA
jokingly Cat got your tongue?

RAIDEN
I'm sorry, I... How about the "Patriots"? Ever heard of 'em?

EMMA
Yes. But I only know what I've been told.



RAIDEN

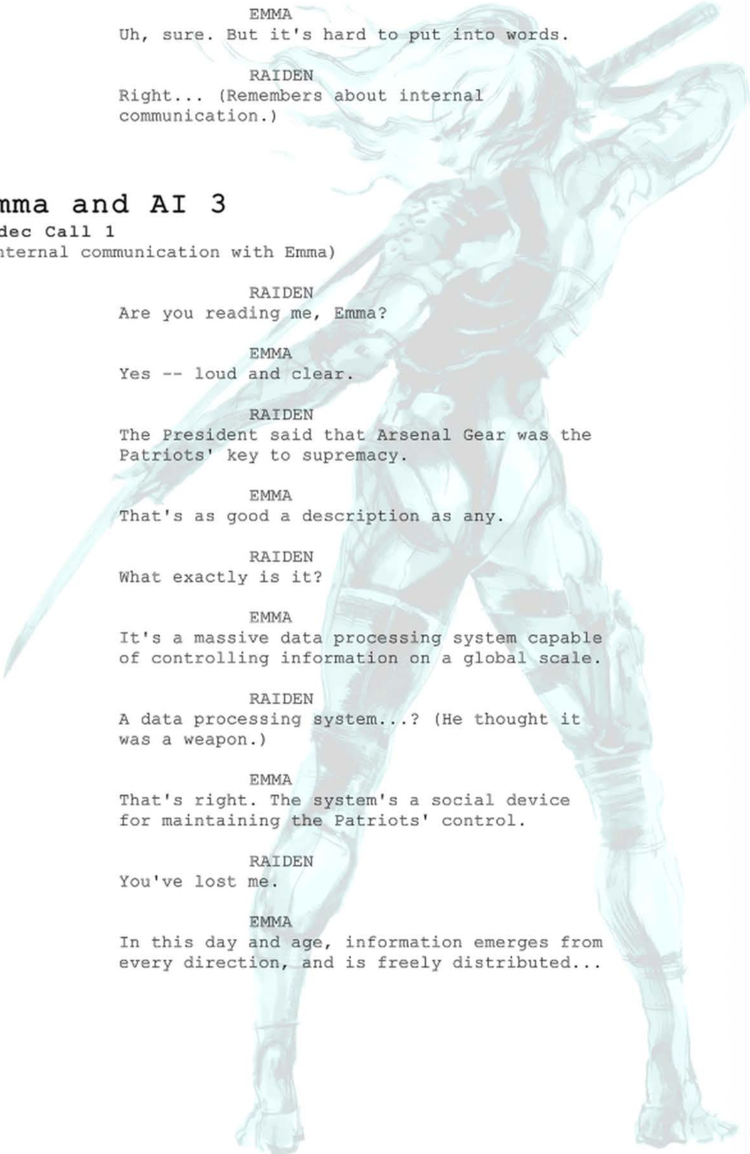
Can you tell me what you know? (He didn't realize Emma was so involved.)

EMMA

Uh, sure. But it's hard to put into words.

RAIDEN

Right... (Remembers about internal communication.)



Emma and AI 3

Codec Call 1

(internal communication with Emma)

RAIDEN

Are you reading me, Emma?

EMMA

Yes -- loud and clear.

RAIDEN

The President said that Arsenal Gear was the Patriots' key to supremacy.

EMMA

That's as good a description as any.

RAIDEN

What exactly is it?

EMMA

It's a massive data processing system capable of controlling information on a global scale.

RAIDEN

A data processing system...? (He thought it was a weapon.)

EMMA

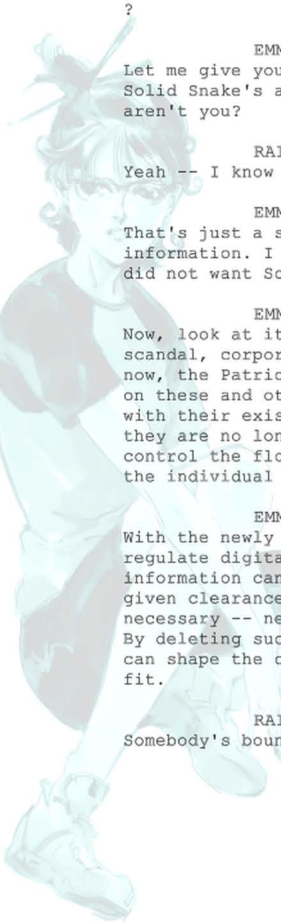
That's right. The system's a social device for maintaining the Patriots' control.

RAIDEN

You've lost me.

EMMA

In this day and age, information emerges from every direction, and is freely distributed...



EMMA
A variety of information - gathered by servers employing the latest in high-speed communication networks and P2P[5] technology - is rapidly circulated to individuals. In fact, the speed of this circulation process is accelerating on an almost daily basis.

EMMA
The Patriots seem to be afraid of this development. Apparently, they believe that their role will shift from dominant to dominated.

RAIDEN
?

EMMA
Let me give you an example. You're aware of Solid Snake's anti-Metal Gear activities, aren't you?

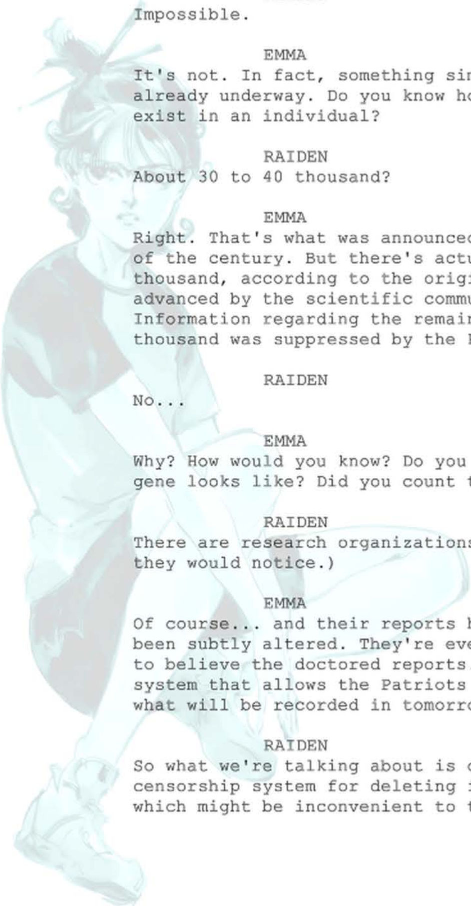
RAIDEN
Yeah -- I know a little about it.

EMMA
That's just a small sample of uncontrolled information. I can guarantee you the Patriots did not want Solid Snake's name publicized.

EMMA
Now, look at it like this... political scandal, corporate corruption... up until now, the Patriots have managed to keep a lid on these and other self-serving events. But with their existing data processing system, they are no longer able to effectively control the flow of information generated at the individual level.

EMMA
With the newly created system, they can fully regulate digital information. High-level information can be categorized in stages, given clearance levels, and deleted as necessary -- never to be seen by the public. By deleting such information, the Patriots can shape the course of history as they see fit.

RAIDEN
Somebody's bound to catch on --



EMMA

No. The memory capacity -- not to mention the life span -- of the average individual is extremely limited. On the other hand, digital information lasts virtually forever... it doesn't deteriorate.

RAIDEN

So...?

EMMA

The alphabet... twenty-six letters, right? It could've been thirty letters. What if the 4 deleted letters were controlled by a program?

RAIDEN

Impossible.

EMMA

It's not. In fact, something similar is already underway. Do you know how many genes exist in an individual?

RAIDEN

About 30 to 40 thousand?

EMMA

Right. That's what was announced at the turn of the century. But there's actually 100 thousand, according to the original theory advanced by the scientific community. Information regarding the remaining 60 thousand was suppressed by the Patriots.

RAIDEN

No...

EMMA

Why? How would you know? Do you know what a gene looks like? Did you count them yourself?

RAIDEN

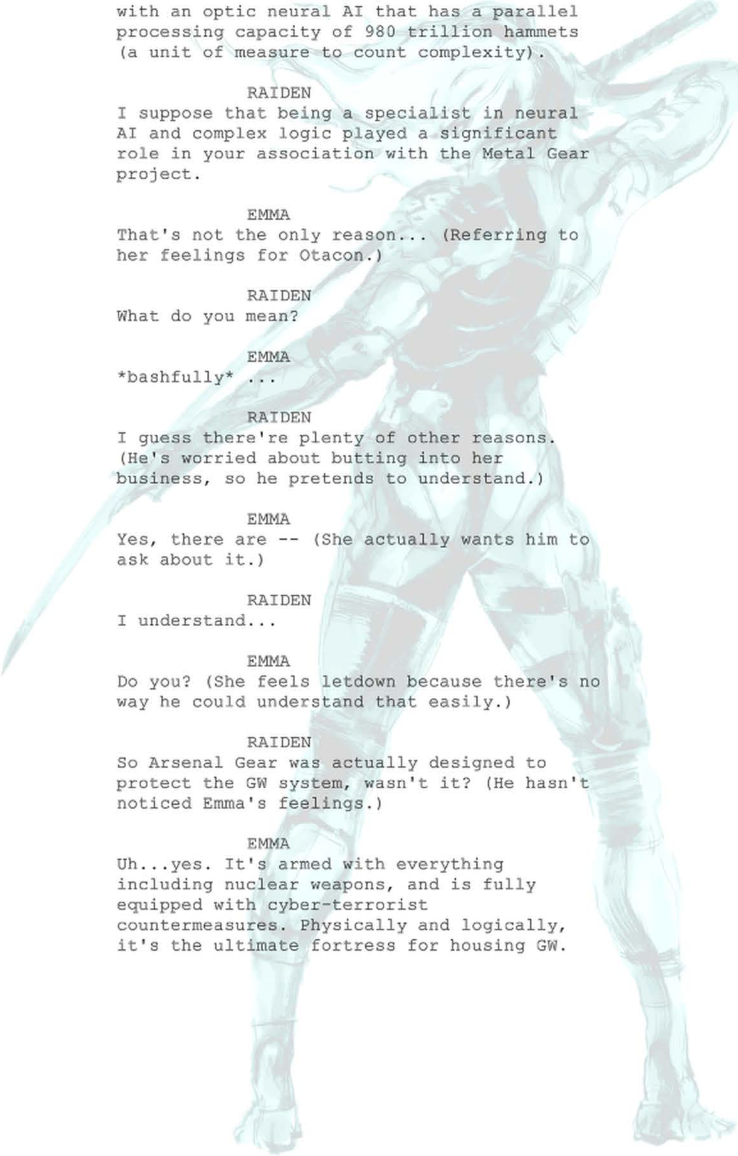
There are research organizations... (Surely they would notice.)

EMMA

Of course... and their reports have already been subtly altered. They're even beginning to believe the doctored reports. GW is a system that allows the Patriots to decide what will be recorded in tomorrow's history.

RAIDEN

So what we're talking about is one huge censorship system for deleting information which might be inconvenient to the Patriots?



EMMA
Exactly. The actual, physical core for handling the task -- GW -- is installed in Arsenal. It's the only system in the world with an optic neural AI that has a parallel processing capacity of 980 trillion hammets (a unit of measure to count complexity).

RAIDEN
I suppose that being a specialist in neural AI and complex logic played a significant role in your association with the Metal Gear project.

EMMA
That's not the only reason... (Referring to her feelings for Otacon.)

RAIDEN
What do you mean?

EMMA
bashfully ...

RAIDEN
I guess there're plenty of other reasons. (He's worried about butting into her business, so he pretends to understand.)

EMMA
Yes, there are -- (She actually wants him to ask about it.)

RAIDEN
I understand...

EMMA
Do you? (She feels letdown because there's no way he could understand that easily.)

RAIDEN
So Arsenal Gear was actually designed to protect the GW system, wasn't it? (He hasn't noticed Emma's feelings.)

EMMA
Uh...yes. It's armed with everything including nuclear weapons, and is fully equipped with cyber-terrorist countermeasures. Physically and logically, it's the ultimate fortress for housing GW.

RAIDEN

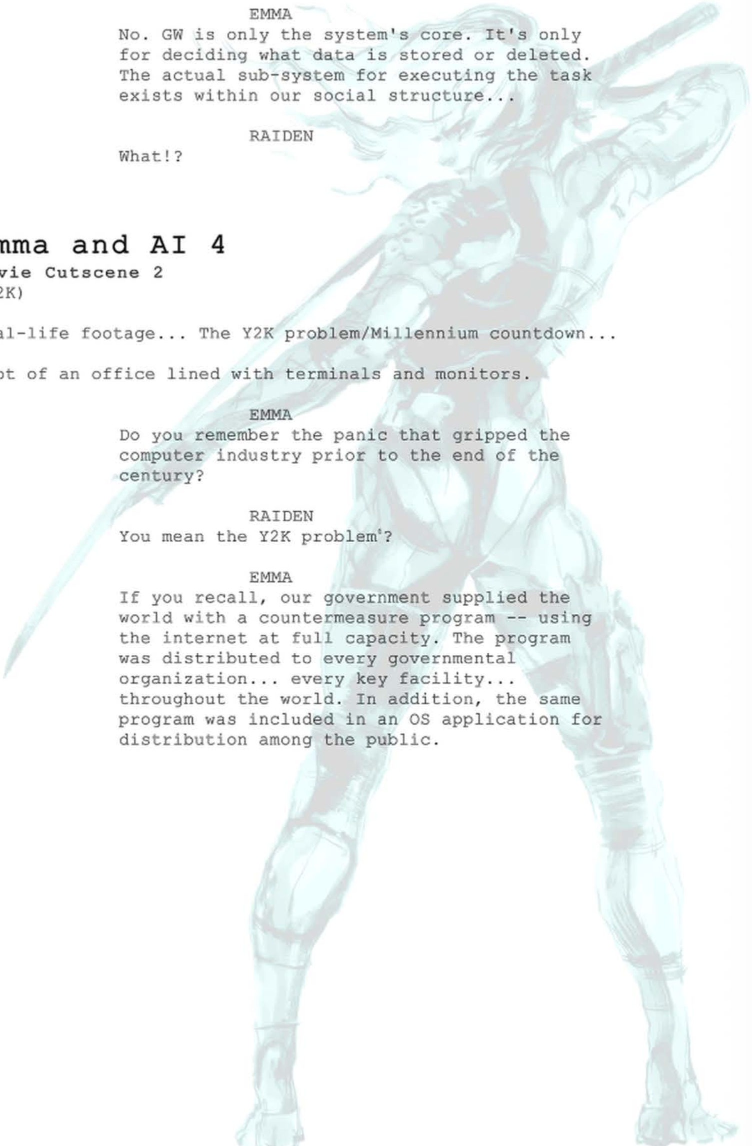
But is the AI actually capable of controlling everything?

EMMA

No. GW is only the system's core. It's only for deciding what data is stored or deleted. The actual sub-system for executing the task exists within our social structure...

RAIDEN

What!?



Emma and AI 4

Movie Cutscene 2

(Y2K)

Real-life footage... The Y2K problem/Millennium countdown...

Shot of an office lined with terminals and monitors.

EMMA

Do you remember the panic that gripped the computer industry prior to the end of the century?

RAIDEN

You mean the Y2K problem'?

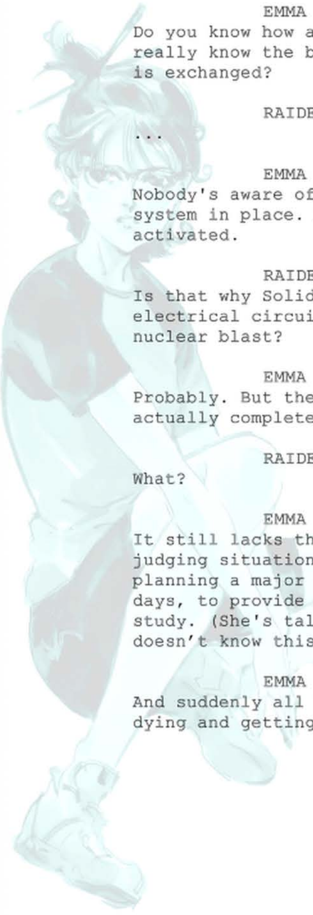
EMMA

If you recall, our government supplied the world with a countermeasure program -- using the internet at full capacity. The program was distributed to every governmental organization... every key facility... throughout the world. In addition, the same program was included in an OS application for distribution among the public.

Emma and AI 5

Codec Call 2

(internal communication with Emma)



RAIDEN
Let me guess... the Y2K countermeasure contained a program designed by the Patriots?

EMMA
Yes. And everything supplied from that day onward contains the same program.

RAIDEN
Impossible.

EMMA
Do you know how a computer operates? Do you really know the basic principles on how data is exchanged?

RAIDEN
...

EMMA
Nobody's aware of it, but there's a subsystem in place. And it's about to be activated.

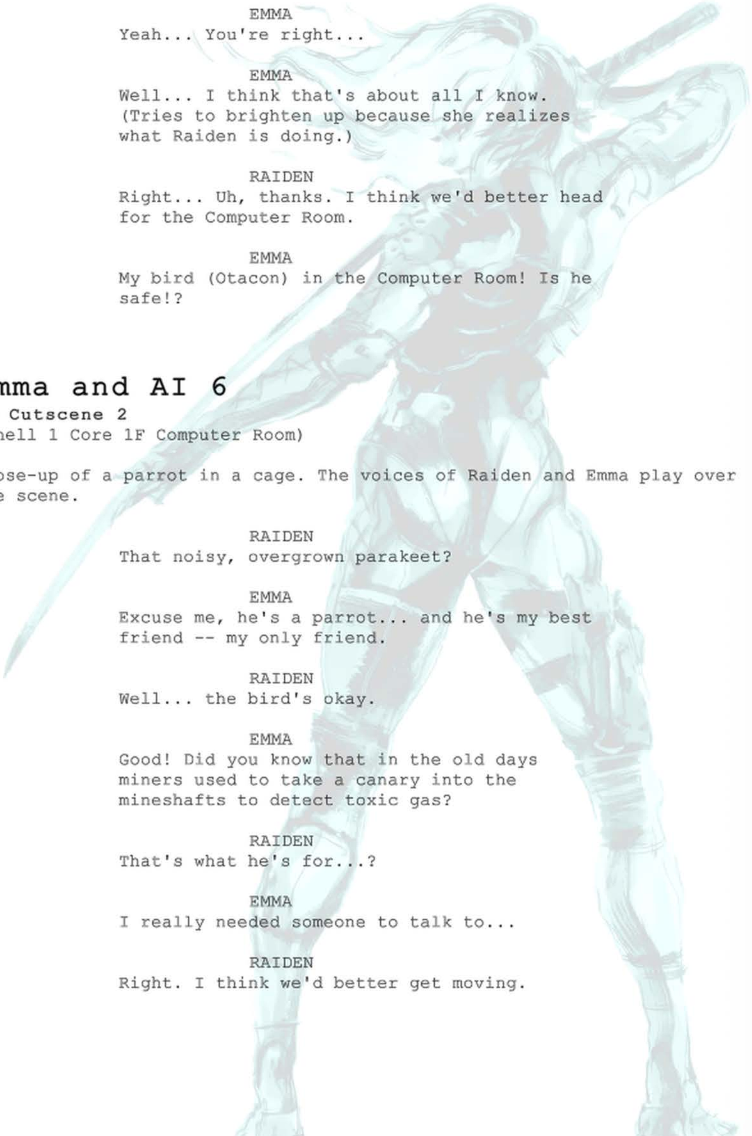
RAIDEN
Is that why Solidus wants to burn out every electrical circuit in Manhattan with a nuclear blast?

EMMA
Probably. But the overall system isn't actually complete.

RAIDEN
What?

EMMA
It still lacks the necessary factors for judging situations. I heard they were planning a major experiment in the next few days, to provide complex data for GW to study. (She's talking about the S3 plan, but doesn't know this incident is the plan.)

EMMA
And suddenly all this happens... (People are dying and getting hurt...)



RAIDEN
Emma... it's not your fault. If it wasn't for the terrorists... (Trying to comfort her.)

EMMA
Yeah... You're right...

EMMA
Well... I think that's about all I know. (Tries to brighten up because she realizes what Raiden is doing.)

RAIDEN
Right... Uh, thanks. I think we'd better head for the Computer Room.

EMMA
My bird (Otacon) in the Computer Room! Is he safe!?

Emma and AI 6

3D Cutscene 2
(Shell 1 Core 1F Computer Room)

Close-up of a parrot in a cage. The voices of Raiden and Emma play over the scene.

RAIDEN
That noisy, overgrown parakeet?

EMMA
Excuse me, he's a parrot... and he's my best friend -- my only friend.

RAIDEN
Well... the bird's okay.

EMMA
Good! Did you know that in the old days miners used to take a canary into the mineshafts to detect toxic gas?

RAIDEN
That's what he's for...?

EMMA
I really needed someone to talk to...

RAIDEN
Right. I think we'd better get moving.

Emma and AI 7

3D Cutscene 3

(Shell 2 Core B1 Underwater)

Game visuals/3D cutscene (camera travels underwater).

Visuals of the flooded route.

RAIDEN

We've got a little longer to cover than the last time.

EMMA

I'll give it my best.

RAIDEN

Whatever you do, don't open your eyes.

EMMA

Why not?

RAIDEN

A dead body... not a pretty sight.

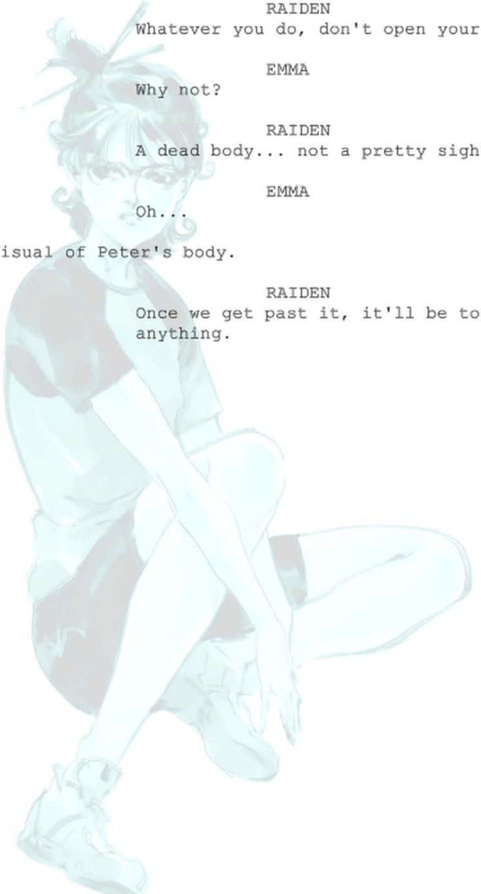
EMMA

Oh...

Visual of Peter's body.

RAIDEN

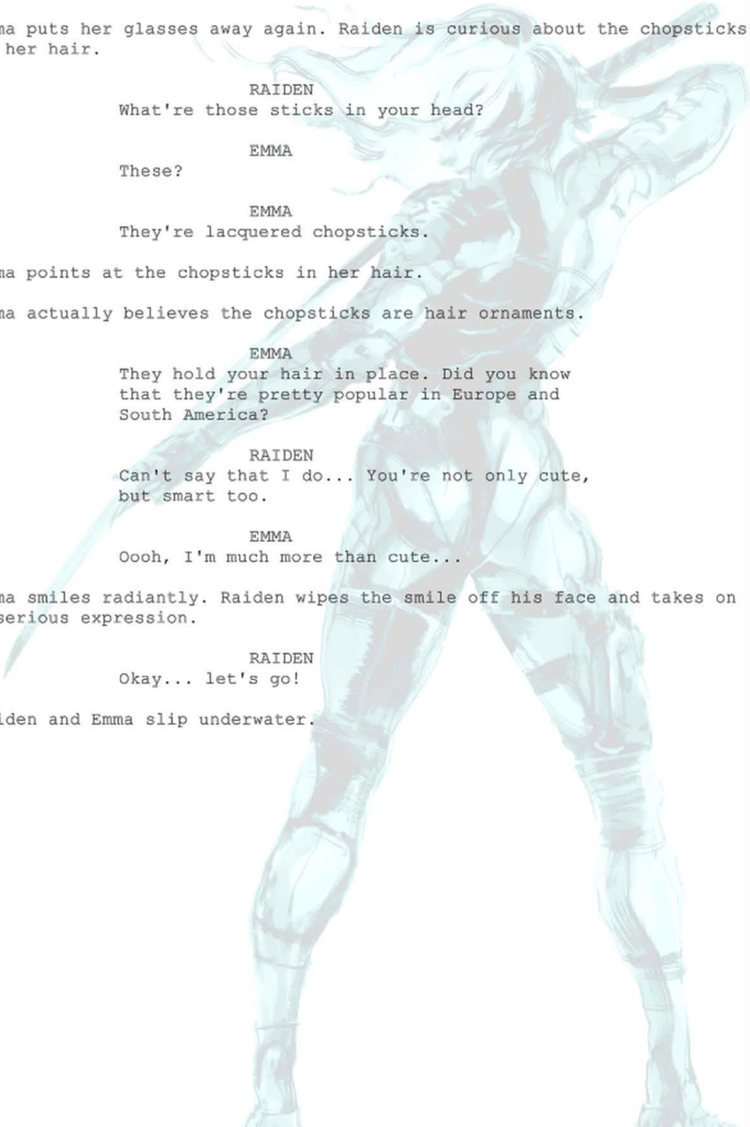
Once we get past it, it'll be too dark to see anything.



Emma and AI 8

3D Cutscene 4

((MC) - Shell 2 Core B1 In Front of Water)



Emma puts her glasses away again. Raiden is curious about the chopsticks in her hair.

RAIDEN

What're those sticks in your head?

EMMA

These?

EMMA

They're lacquered chopsticks.

Emma points at the chopsticks in her hair.

Emma actually believes the chopsticks are hair ornaments.

EMMA

They hold your hair in place. Did you know that they're pretty popular in Europe and South America?

RAIDEN

Can't say that I do... You're not only cute, but smart too.

EMMA

Oooh, I'm much more than cute...

Emma smiles radiantly. Raiden wipes the smile off his face and takes on a serious expression.

RAIDEN

Okay... let's go!

Raiden and Emma slip underwater.

Card 5 1

3D Cutscene 1

((MC) - In Front of KL Connecting Bridge Door)

Raiden and Emma reach the door on the KL Connecting Bridge.

Raiden lets out a frustrated grunt as he realizes he doesn't have a card to open the door.

RAIDEN
Damn it!

Raiden punches the door with his fist.

EMMA
What's wrong?

RAIDEN
This door is security level 5... I don't have Card 5.

Raiden starts thinking.

RAIDEN
Damn...

EMMA
Giving up already?

Emma baits Raiden with a little sarcasm.

EMMA
Ta-DAH!

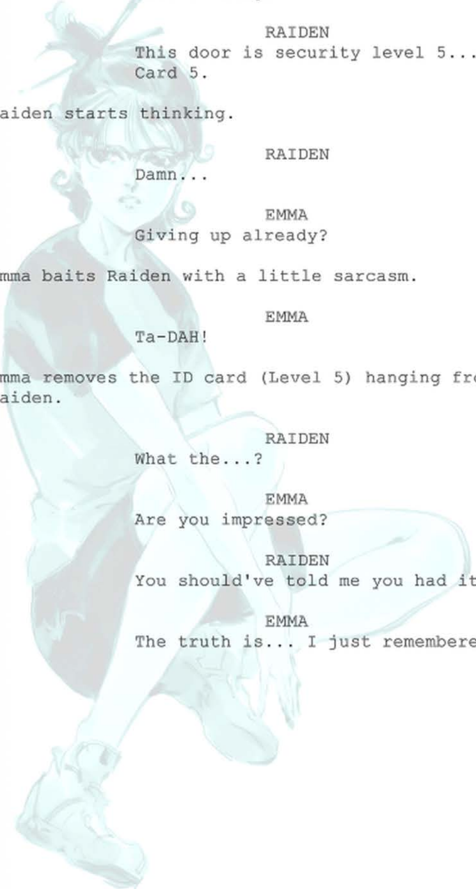
Emma removes the ID card (Level 5) hanging from her neck and hands it to Raiden.

RAIDEN
What the...?

EMMA
Are you impressed?

RAIDEN
You should've told me you had it...

EMMA
The truth is... I just remembered it myself.

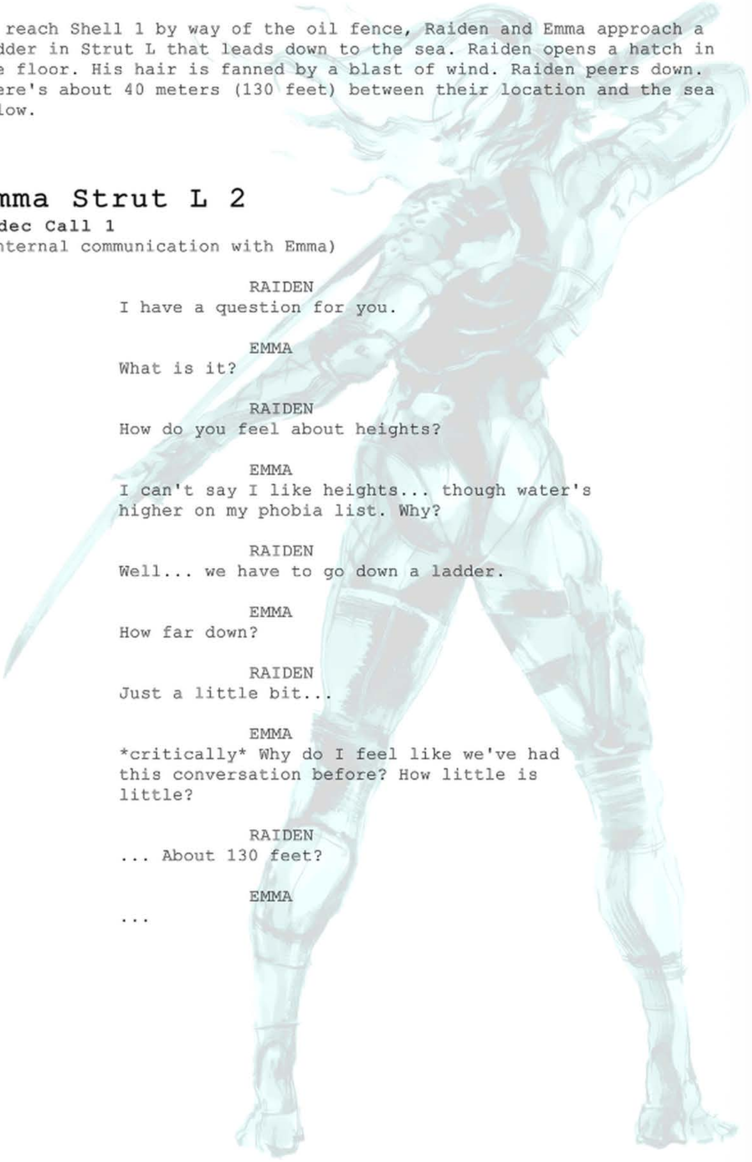


Emma Strut L 1

3D Cutscene 1

((MC) - In Front of Strut L Ladder)

To reach Shell 1 by way of the oil fence, Raiden and Emma approach a ladder in Strut L that leads down to the sea. Raiden opens a hatch in the floor. His hair is fanned by a blast of wind. Raiden peers down. There's about 40 meters (130 feet) between their location and the sea below.



Emma Strut L 2

Codec Call 1

(internal communication with Emma)

RAIDEN
I have a question for you.

EMMA
What is it?

RAIDEN
How do you feel about heights?

EMMA
I can't say I like heights... though water's higher on my phobia list. Why?

RAIDEN
Well... we have to go down a ladder.

EMMA
How far down?

RAIDEN
Just a little bit...

EMMA
critically Why do I feel like we've had this conversation before? How little is little?

RAIDEN
... About 130 feet?

EMMA
...

Emma peeks down and turns her eyes away.

RAIDEN
Think you can do it?

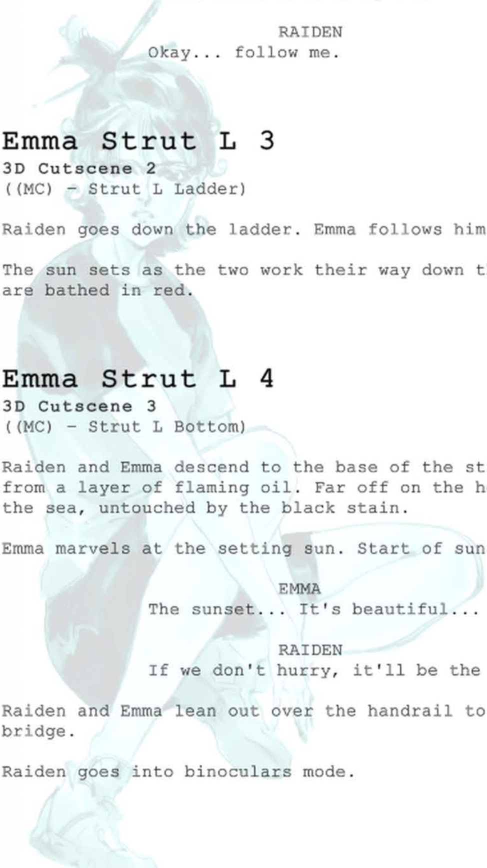
EMMA
Would you take "no" for an answer?

RAIDEN
How are your legs?

EMMA
Better. The numbness is gone.

EMMA
I can climb down on my own.

RAIDEN
Okay... follow me.



Emma Strut L 3

3D Cutscene 2

((MC) - Strut L Ladder)

Raiden goes down the ladder. Emma follows him down somewhat hesitantly.

The sun sets as the two work their way down the ladder. The sky and sea are bathed in red.

Emma Strut L 4

3D Cutscene 3

((MC) - Strut L Bottom)

Raiden and Emma descend to the base of the strut. Plumes of smoke rise from a layer of flaming oil. Far off on the horizon, the sun dips into the sea, untouched by the black stain.

Emma marvels at the setting sun. Start of sunset mode.

EMMA
The sunset... It's beautiful...

RAIDEN
If we don't hurry, it'll be the last we see.

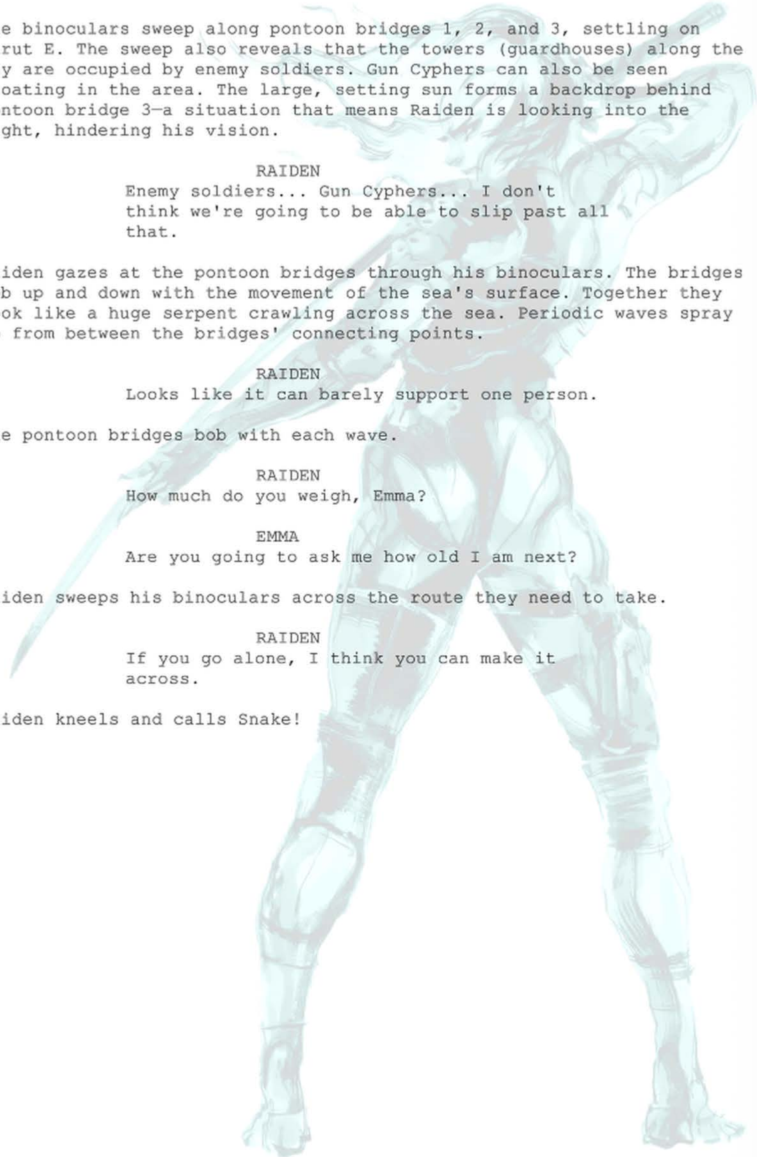
Raiden and Emma lean out over the handrail to take a look at the pontoon bridge.

Raiden goes into binoculars mode.

Emma Strut L 5

3D Cutscene 4

(binoculars)



The binoculars sweep along pontoon bridges 1, 2, and 3, settling on Strut E. The sweep also reveals that the towers (guardhouses) along the way are occupied by enemy soldiers. Gun Cyphers can also be seen floating in the area. The large, setting sun forms a backdrop behind pontoon bridge 3—a situation that means Raiden is looking into the light, hindering his vision.

RAIDEN
Enemy soldiers... Gun Cyphers... I don't think we're going to be able to slip past all that.

Raiden gazes at the pontoon bridges through his binoculars. The bridges bob up and down with the movement of the sea's surface. Together they look like a huge serpent crawling across the sea. Periodic waves spray up from between the bridges' connecting points.

RAIDEN
Looks like it can barely support one person.

The pontoon bridges bob with each wave.

RAIDEN
How much do you weigh, Emma?

EMMA
Are you going to ask me how old I am next?

Raiden sweeps his binoculars across the route they need to take.

RAIDEN
If you go alone, I think you can make it across.

Raiden kneels and calls Snake!

Emma Strut L 6

Codec Call 2

(mandatory outgoing call to Snake)

RAIDEN
This is Raiden, do you read me?

SNAKE
Yeah. What's up?

RAIDEN
We've made it to the lower part of Strut L. We'll have to cross the water from here.

SNAKE
Can Emma walk?

RAIDEN
Yeah. She's okay. The pontoon bridge doesn't look too sturdy. Emma is going to have to cross it alone.

SNAKE
Right... the oil fence --

The view from binoculars mode is shown on the miniscreen. A pan across the pontoon bridges reveals guards and Cyphers.

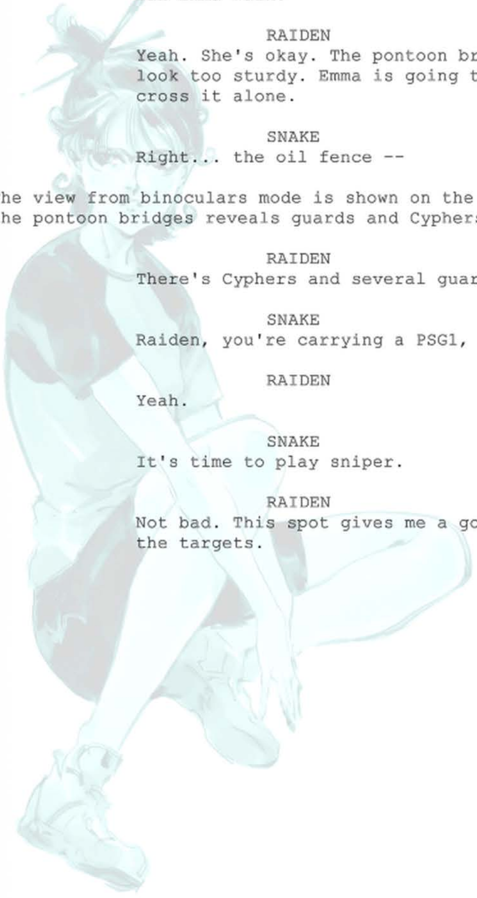
RAIDEN
There's Cyphers and several guards.

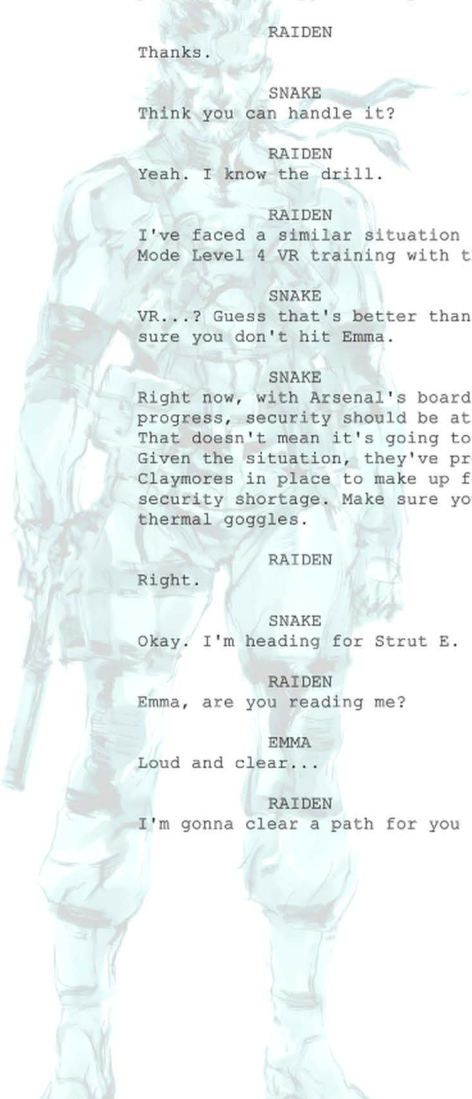
SNAKE
Raiden, you're carrying a PSG1, aren't you?

RAIDEN
Yeah.

SNAKE
It's time to play sniper.

RAIDEN
Not bad. This spot gives me a good view of the targets.





SNAKE
You're going to have to cover Emma until she crosses to Strut E. I'll get there and provide some support of my own.

RAIDEN
Thanks.

SNAKE
Think you can handle it?

RAIDEN
Yeah. I know the drill.

RAIDEN
I've faced a similar situation in Advanced Mode Level 4 VR training with the PSG1.

SNAKE
VR...? Guess that's better than nothing. Make sure you don't hit Emma.

SNAKE
Right now, with Arsenal's boarding in progress, security should be at a minimum. That doesn't mean it's going to be easy. Given the situation, they've probably got Claymores in place to make up for the security shortage. Make sure you use your thermal goggles.

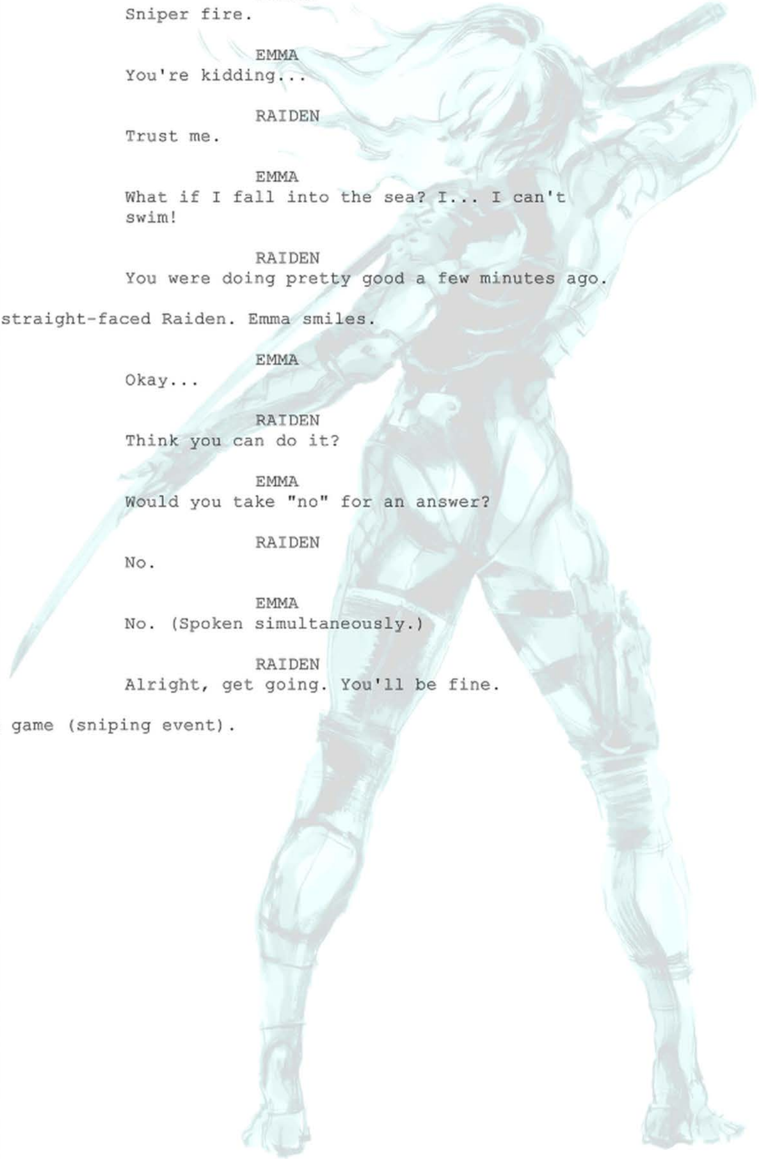
RAIDEN
Right.

SNAKE
Okay. I'm heading for Strut E.

RAIDEN
Emma, are you reading me?

EMMA
Loud and clear...

RAIDEN
I'm gonna clear a path for you from here.



EMMA
How?

RAIDEN
Sniper fire.

EMMA
You're kidding...

RAIDEN
Trust me.

EMMA
What if I fall into the sea? I... I can't swim!

RAIDEN
You were doing pretty good a few minutes ago.

A straight-faced Raiden. Emma smiles.

EMMA
Okay...

RAIDEN
Think you can do it?

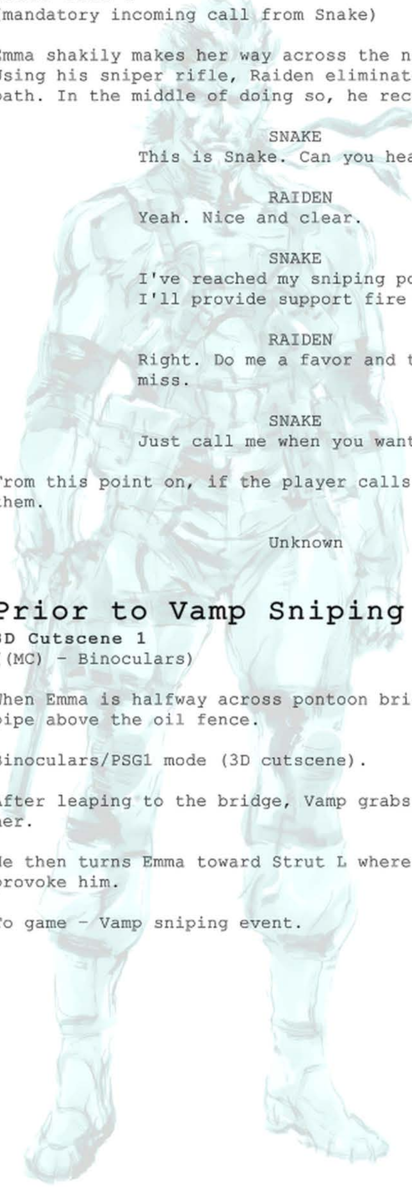
EMMA
Would you take "no" for an answer?

RAIDEN
No.

EMMA
No. (Spoken simultaneously.)

RAIDEN
Alright, get going. You'll be fine.

To game (sniping event).



Emma Sniping 1

Codec Call 1

(mandatory incoming call from Snake)

Emma shakily makes her way across the narrow oil fence under enemy fire. Using his sniper rifle, Raiden eliminates the enemy soldiers who bar her path. In the middle of doing so, he receives a call from Snake.

SNAKE
This is Snake. Can you hear me?

RAIDEN
Yeah. Nice and clear.

SNAKE
I've reached my sniping position on Strut E. I'll provide support fire from here.

RAIDEN
Right. Do me a favor and take out whatever I miss.

SNAKE
Just call me when you want me to shoot.

From this point on, if the player calls Snake he will snipe enemies for them.

Unknown

Prior to Vamp Sniping 1

3D Cutscene 1

((MC) - Binoculars)

When Emma is halfway across pontoon bridge 3, Vamp drops down from a pipe above the oil fence.

Binoculars/PSG1 mode (3D cutscene).

After leaping to the bridge, Vamp grabs Emma, pinning her arms behind her.

He then turns Emma toward Strut L where Raiden is located, as if to provoke him.

To game - Vamp sniping event.

Footnotes

[1] A book written by military analyst Nastasha Romanenko, who appeared in MGS1. Players can read both a review of the book and the book in its entirety in MGS2's PREVIOUS STORY menu.

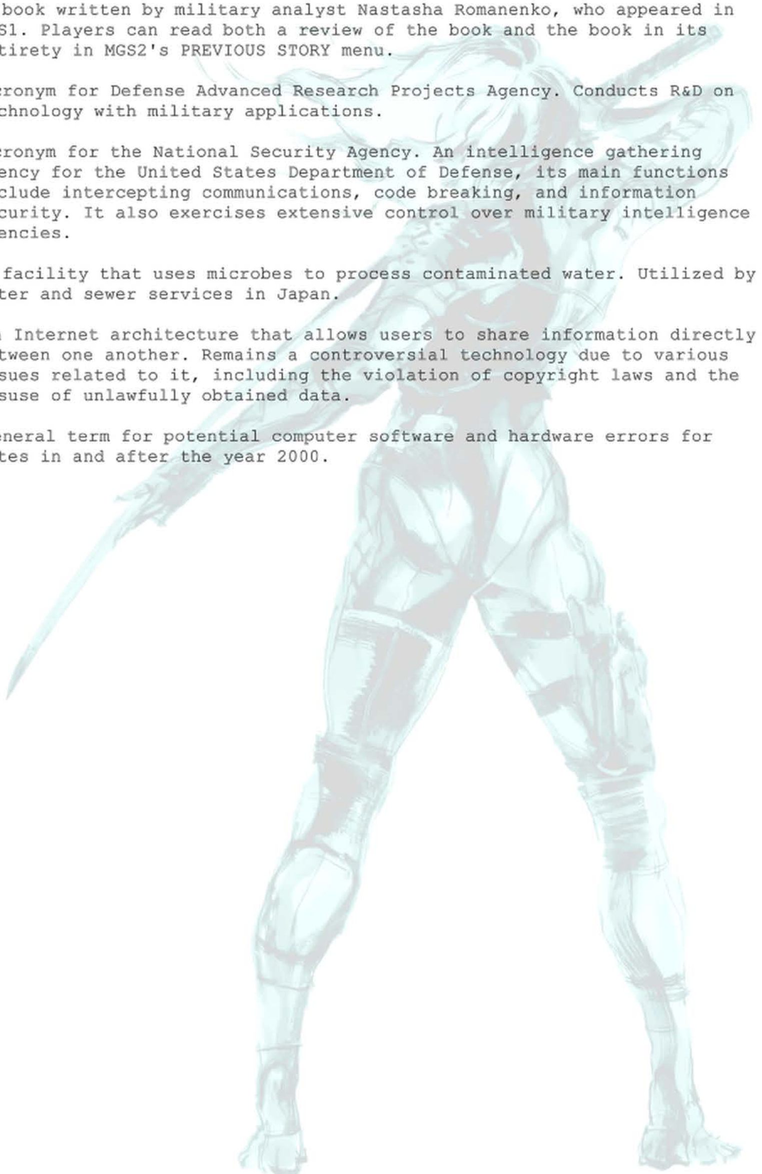
[2] Acronym for Defense Advanced Research Projects Agency. Conducts R&D on technology with military applications.

[3] Acronym for the National Security Agency. An intelligence gathering agency for the United States Department of Defense, its main functions include intercepting communications, code breaking, and information security. It also exercises extensive control over military intelligence agencies.

[4] A facility that uses microbes to process contaminated water. Utilized by water and sewer services in Japan.

[5] An Internet architecture that allows users to share information directly between one another. Remains a controversial technology due to various issues related to it, including the violation of copyright laws and the misuse of unlawfully obtained data.

[6] General term for potential computer software and hardware errors for dates in and after the year 2000.



Codec Conversations

•Colonel

Prior to Meeting the President

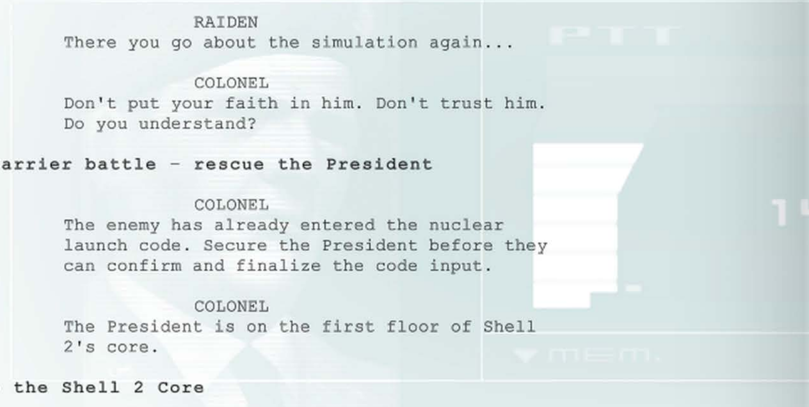
Snake

RAIDEN
Colonel, Pliskin was Snake after all.

COLONEL
According to him.

RAIDEN
What?

COLONEL
Listen, Raiden. I'll say it again. He is not in the simulation.



RAIDEN
There you go about the simulation again...

COLONEL
Don't put your faith in him. Don't trust him. Do you understand?

After Harrier battle - rescue the President

COLONEL
The enemy has already entered the nuclear launch code. Secure the President before they can confirm and finalize the code input.

COLONEL
The President is on the first floor of Shell 2's core.

Path to the Shell 2 Core

COLONEL
This is the way to Shell 2's core section, where the President is.

COLONEL
First, cross the connecting bridge between the two Shells. You'll arrive on Strut G.

COLONEL
Proceed along the catwalk circling the outside of Strut G until you get to the LG connecting bridge.

COLONEL
Cross the LG connecting bridge to Strut L, then take the exterior catwalk to the KL connecting bridge.

COLONEL
You can enter the core of Shell 2 midway from the KL connecting bridge. The President is being held on the first floor. Go!

On Shell 1-2 Connecting Bridge

COLONEL
Raiden, you're currently on the connecting bridge between Shell 1 and Shell 2. Go north to reach Strut G of Shell 2.

RAIDEN
But the bridge is a mess from their attack...

ROSE
It's still a way through. Don't let the place get to you, Jack.

COLONEL
Use the First Person View to study your surroundings. Look for sections that can still support your weight. If you use Hanging and rolls, you should be able to pick your way across.

How to get across the connecting bridge (1)

COLONEL
Raiden, if you jump as far as you can, you could reach the other side. Try rolling to take off from the very edge.

How to get across the connecting bridge (2) - the pipe

COLONEL
When you're Hanging, get to the spot above the pipe, then jump down. Push the Crawl Button to go straight down.

ROSE
Don't forget to switch to First Person View to check whether there's a good landing spot.

You can't use the radar

RAIDEN
Colonel, the radar's not working.

COLONEL
With Shell 2 in this shape, I wouldn't count on the radar coming back online for a while.

ROSE
It'll be all right. Hang in there, Jack!

*Second and subsequent times

COLONEL
With the radar offline, you'll have to rely on First Person View to check for enemy presence. Proceed with extreme caution.

Tread carefully on the pipe

COLONEL
Raiden, be careful walking there. If you slip off the pipe, it's a long way down to the water.

COLONEL
Slow your pace by tilting the left analog stick only slightly, or go into a crawl.

Seagull droppings on the pipe

COLONEL
That area is caked with seagull droppings. You'll slip if you run over it. Be careful.

On Strut G

COLONEL
Follow the catwalk along the exterior of the strut where you are. It will lead onto the LG connecting bridge. Get to the outside catwalk.

Strut G damaged door

COLONEL
That door doesn't look as though it will open. You should be able to manage the fire escape on the outside of Strut G, though. Go around outside Strut G and head for Strut L.

On LG Connecting Bridge

COLONEL
You're on the connecting bridge between Struts L and G. Go straight down to get to Strut L.

ROSE
You should be able to reach the KL connecting bridge if you walk along the outside of Strut L.

COLONEL
Midway through the KL connecting bridge, there's a way into the core of Shell 2 where the President is being held.

COLONEL
Just think about getting to Strut L for now.

Eliminate the enemy first

*First time only

COLONEL
Raiden, look closely. There are enemies on the demolished connecting bridge.

ROSE
Maybe they are surveying the extent of the explosion.

COLONEL
Looks like it.

COLONEL
The connecting bridge was small to begin with, and now it has begun to crumble away. If we're spotted, there's no place to run. This could be extremely hairy.

COLONEL
Probably would be best to take enemies down from a distance first.

Flock of birds

COLONEL
Proceed carefully when you're near large flocks of birds. Disturbing them could alert the enemy to your presence.

Dropping down

COLONEL
Raiden, jump down to the corridor below you.

COLONEL
While Hanging, push the Crawl Button to go straight down.

COLONEL
Just don't forget to use the First Person View to check for an optimal landing point directly underneath.

Near ladder

COLONEL
Raiden, go up that ladder to get to the fire escape on the exterior of Strut L. Push the Action Button to start climbing the ladder.

On Strut L

COLONEL
Raiden, you're currently on Strut L. Move north along its exterior to get to the KL connecting bridge.

ROSE
You'll be able to get to the core of Shell 2 from the center of the KL connecting bridge. The President is being held in the core.

Strut L perimeter - windows

COLONEL
Raiden, look carefully -- there's a sentry just inside the window. Make sure you aren't spotted when moving past windows.

COLONEL
A preemptive strike is a viable option. Throw a stun grenade through the window, for example.

Stick to the wall

COLONEL
You can't use Hanging or Rolling to get to the other side from there. Flatten yourself against the wall and inch your way forward.

Stick to the wall and crouch

COLONEL
You can't get through there standing up. Stay against the wall and crouch down to get by.

Got hit with the urinating soldier's golden shower

COLONEL
Ugh... Uh, Raiden, my sympathies. Sneaking missions are called wetworks for a reason, after all.

ROSE
Don't worry about it, Jack. It's okay.

RAIDEN
Rose --

ROSE
That is, as long as you take a shower the second you get back. Do we have a deal?

On KL Connecting Bridge

COLONEL
Raiden, there should be a way to cross over from your present location on the KL connecting bridge to the core of Shell 2.

COLONEL
Get to the core of Shell 2. Rescue the President before the enemy can use him to reconfirm the nuclear launch code.

KL Connecting Bridge – Strut K entrance

COLONEL
Raiden, I don't see a way into Strut K, but there's no need for you to check it out in any case. Head for the core of Shell 2, where the President is.

After rescuing Emma – connecting bridge repaired

COLONEL
The collapsed section of the bridge has been repaired. Emma should be able to handle it -- take her over to Strut L.

After rescuing Emma – Strut K entrance

COLONEL
Raiden, that's the entrance to Strut K. You can't get inside, and there's no reason to go in. Go south to Strut L instead.

Shell 2 Core 1F – Olga

RAIDEN
Colonel, what do you know about that female soldier Olga?

COLONEL
Olga Gurlukovich. Just like that guy said, she commands a Russian private army.

RAIDEN
Do you know anything else?

COLONEL
Anything else?

RAIDEN
Yeah, anything else.

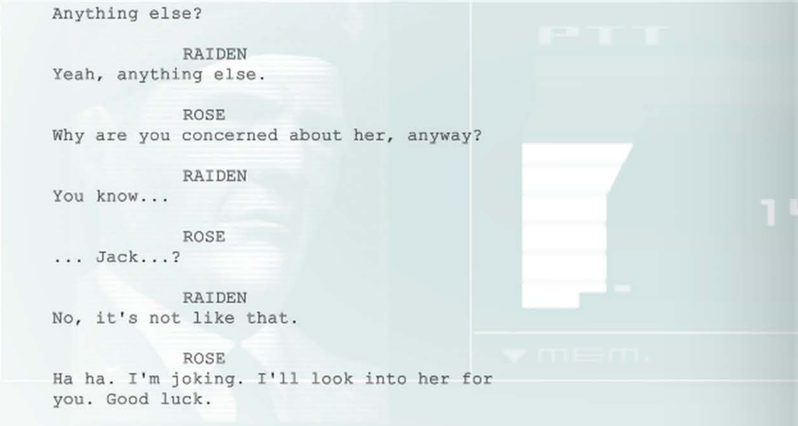
ROSE
Why are you concerned about her, anyway?

RAIDEN
You know...

ROSE
... Jack...?

RAIDEN
No, it's not like that.

ROSE
Ha ha. I'm joking. I'll look into her for you. Good luck.



Olga infodump

COLONEL
Raiden, Rosemary did a bit of research on that female soldier.

ROSE
Olga Gurlukovich. She's the daughter of former GRU Colonel Sergei Gurlukovich.

ROSE
After the federation collapsed the Colonel apparently commanded a group of mercenaries that drifted between area conflicts and civil wars.

ROSE
After he died, it looks like she took over control of the group.

ROSE
She has more notches on her gun than you do. Underestimating her prowess will get you hurt. Be careful.

Shell 2 Core 1F – before destroying electrified floor

COLONEL
Raiden, that floor is charged with high-voltage currents. I don't recommend you try crossing it.

COLONEL
Guide a remote-controlled missile through the duct and destroy the power source inside the room.

Remote-controlled missile basics

COLONEL
The only way to the President is past this electrified floor.

COLONEL
Use the remote-controlled missile to destroy the power source. That will cut off the high-voltage current to the floor.

*Before asking Snake the location

COLONEL
Locate a remote-controlled missile.

ROSE
Snake might know where to find them. He did sweep Shell 2 for C4s earlier.

*After asking Snake the location

COLONEL
Go and pick up the remote-controlled missile. It should be in the B1 level of Shell 2's core according to that man. Get it now.

*After obtaining remote-controlled missiles

COLONEL
Guide a remote-controlled missile through the duct and destroy the power source in the room.

When equipping remote-controlled missiles outside

COLONEL

Raiden, remote-controlled missiles cannot be used outside the Big Shell.

*First time only

RAIDEN

Why?

COLONEL

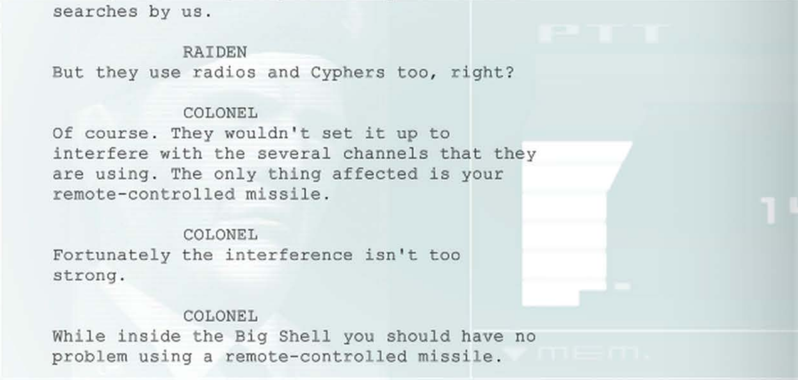
The signal will be scrambled. There's electronic interference surrounding the Big Shell.

RAIDEN

Done by the terrorists?

COLONEL

Perhaps. Probably to prevent any UAV or other searches by us.



RAIDEN

But they use radios and Cyphers too, right?

COLONEL

Of course. They wouldn't set it up to interfere with the several channels that they are using. The only thing affected is your remote-controlled missile.

COLONEL

Fortunately the interference isn't too strong.

COLONEL

While inside the Big Shell you should have no problem using a remote-controlled missile.

Somewhere other than 1F, after obtaining remote-controlled missiles

COLONEL

You have the remote-controlled missile. Good job. Now head for the first floor of the Shell 2 Core.

COLONEL

Take out the power source and make contact with the President before the launch code can be reconfirmed. Hurry!

Similar to VR

RAIDEN
I feel like I know this terrain... Wasn't it in the VR training?

COLONEL
Nikita Weapon Mode, Level 4. Do you recognize it?

RAIDEN
Oh -- so that was another rehearsal for this mission.

COLONEL
No, a simulation. Not the same thing as a rehearsal. Leverage the experience from your VR training, Raiden.

COLONEL
A perfectly real VR experience is in itself an accomplished result. Have confidence in your abilities.

Do not hit the President

COLONEL
Raiden, make sure the remote-controlled missile doesn't injure the President. You want to take out only the power source.

After destroying electrified floor - rescue the President

COLONEL
Raiden, the high-voltage current flowing to the floor in front of the room that the President's being held in has been cut off.

COLONEL
Head for the first floor of the Shell 2 Core. Hurry -- get in touch with the President before the nuclear launch code is reconfirmed.

After destroying electrified floor

COLONEL
The currents are off. The President is being held somewhere ahead. Get to him as soon as possible.

Gun camera room

RAIDEN
Damn, it's dark -- I can't see a thing. The lights are broken.

COLONEL
Try using the night vision or Thermal Goggles in the dark.

ROSE
Snake must know where to find those. Ask him.

Watch out for the gun cameras

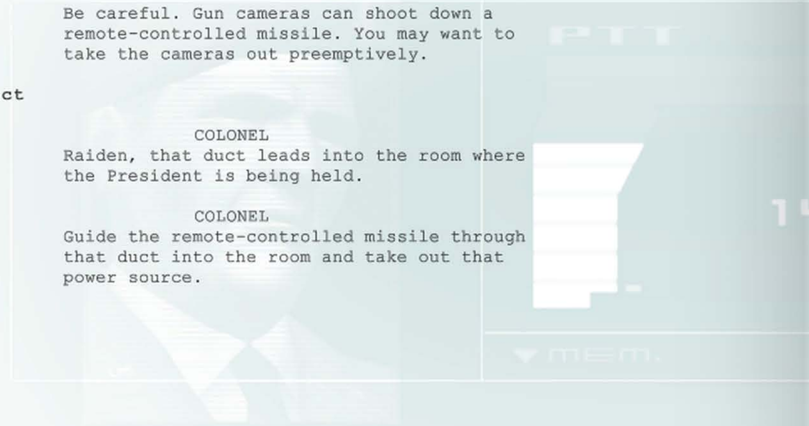
COLONEL
Look out for the gun cameras. Those are unmanned surveillance cameras that fire at any moving object that comes into view.

COLONEL
Be careful. Gun cameras can shoot down a remote-controlled missile. You may want to take the cameras out preemptively.

Near duct

COLONEL
Raiden, that duct leads into the room where the President is being held.

COLONEL
Guide the remote-controlled missile through that duct into the room and take out that power source.



• Snake

Prior to Meeting the President

After Harrier battle – the origin of his alias

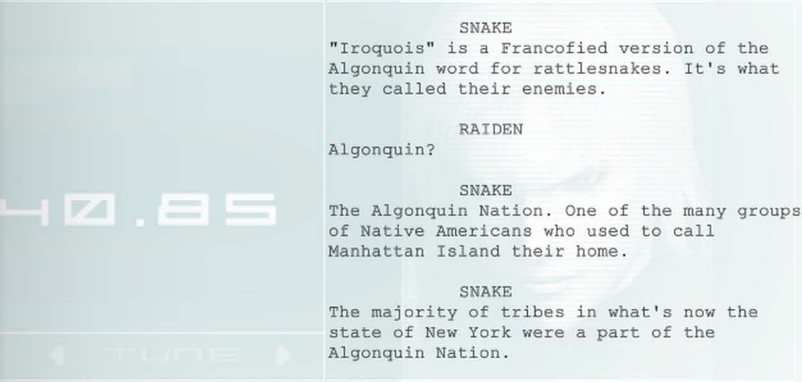
RAIDEN
So "Iroquois Pliskin" was an alias.

SNAKE
Of course.

RAIDEN
And the rank of Lieutenant Junior Grade...?

SNAKE
Made it up.

RAIDEN
That's just great... Anyway, I get the "Pliskin" part, but what about "Iroquois"?



SNAKE
"Iroquois" is a Francofied version of the Algonquin word for rattlesnakes. It's what they called their enemies.

RAIDEN
Algonquin?

SNAKE
The Algonquin Nation. One of the many groups of Native Americans who used to call Manhattan Island their home.

SNAKE
The majority of tribes in what's now the state of New York were a part of the Algonquin Nation.

RAIDEN
So this was a stronghold of -- snakes?

SNAKE
By the way, "Manhattan" means "island of hills" in Algonquin.

Rescue the President

SNAKE
Raiden, you cover the President. Make contact with him before the confirmation of the nuclear launch code.

SNAKE
We're going to start repairs on the Kamov; that should keep our hands full for a while.

SNAKE
I did a round of Shell 2 during bomb disposal. Let me know if you have any questions.

Location of the remote-controlled missiles

*First time only

RAIDEN
Snake, do you know where I can find some remote-controlled missiles?

SNAKE
Remote-controlled missiles? I saw something on B1 in the core of Shell 2.

SNAKE
But be careful -- contaminated seawater's broken out of the tanks thanks to that explosion. Most of B1 is probably flooded by now.

Shell 2 Core 1F node

SNAKE
Raiden, the node for that area is inside a small room to the northwest. You'd better log in.

•Colonel

After Meeting the President

Snake

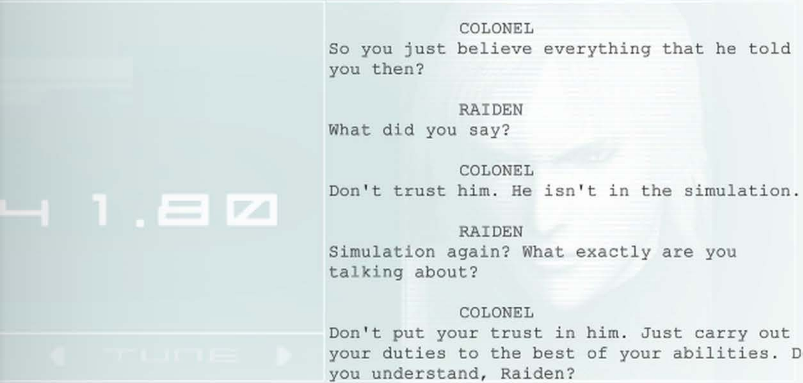
RAIDEN
Colonel, did you hear the truth about the Shadow Moses incident?

COLONEL
Yeah.

RAIDEN
Snake wasn't a terrorist.

ROSE
You look thrilled.

RAIDEN
Huh? Yeah...



COLONEL
So you just believe everything that he told you then?

RAIDEN
What did you say?

COLONEL
Don't trust him. He isn't in the simulation.

RAIDEN
Simulation again? What exactly are you talking about?

COLONEL
Don't put your trust in him. Just carry out your duties to the best of your abilities. Do you understand, Raiden?

Why did Ocelot kill the President?

RAIDEN
Colonel, why did Ocelot murder the President?

COLONEL
They disagreed, probably.

RAIDEN
... Exactly the same.

COLONEL
What?

RAIDEN
As the Shadow Moses incident.

COLONEL
Don't be foolish.

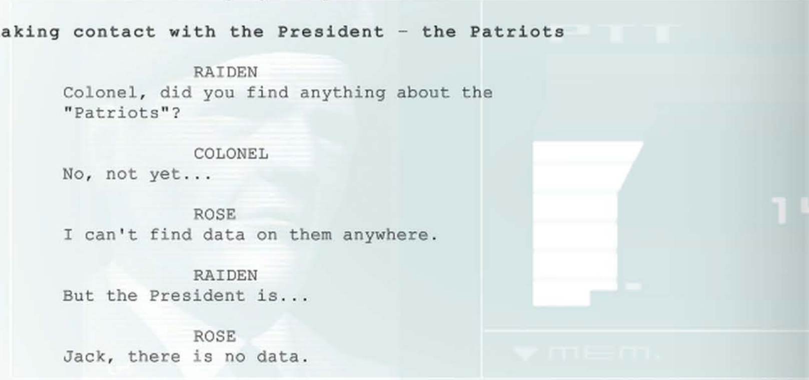
RAIDEN
Are you sure about that? Ames' death, appearance of the Ninja, the President's death, and now the virus...

COLONEL
You're reading too much into things.

ROSE
That's right, Jack, you're tired.

RAIDEN
Ugh...

COLONEL
Raiden, don't waste your time thinking unnecessary thoughts. Invest all your energy instead in carrying out your duties.



After making contact with the President - the Patriots

RAIDEN
Colonel, did you find anything about the "Patriots"?

COLONEL
No, not yet...

ROSE
I can't find data on them anywhere.

RAIDEN
But the President is...

ROSE
Jack, there is no data.

RAIDEN
Colonel, you know something, don't you?

COLONEL
No, I don't know anything... I need a little more time.

•Snake

After Meeting the President

The false nature of the plant

OTACON
The rumors about "Big Shell" being a big cover-up are all true.

RAIDEN
Otacon?

OTACON
I had Snake check everything out. Sure, there are some facilities to clean up the pollution, but they're not running at full capacity.

OTACON
Don't you think it's funny that even though two years have gone by since the incident, they haven't managed to clean up all the crude oil?

OTACON
Of course, the media doesn't report that kind of thing. I think they're having fresh shipments of crude oil brought in to replace the stuff they've cleaned up.

OTACON
The story you were told about toxic chemicals being released if the plant were blown up also seems pretty fishy. I don't think it's actually true.

OTACON
Information is being suppressed on a huge scale. These guys seem to think that the new Metal Gear is worth all the effort and money they're spending on it.

RAIDEN
... So I've been lied to all along...

OTACON
No, I think even your CO didn't know what was going on. That's probably what he's been telling you.

RAIDEN
I didn't mean by the Colonel. I meant by you.

OTACON
Huh? We never lied to you! We just didn't tell you everything, that's all.

RAIDEN
...

OTACON
Ha ha. You know, you're a pretty interesting guy. You're just like Snake said.

RAIDEN
... What did he say?

OTACON
That you're a weak, simple-minded, stubborn fool.

RAIDEN
a bit shocked A-a weak, simple-minded...

OTACON
Ah, don't worry, he didn't mean anything bad by it.

RAIDEN
"Nothing bad"? What could possibly be worse than that? That lying, useless, backstabbing, mincing son of a --

OTACON
interrupts Raiden, I'm his friend. I know him better than anyone else. I know he's not that kind of guy.

RAIDEN
Yeah? So what?

OTACON
And, by the way... There's one more thing you should probably know about Snake.

RAIDEN
What?

OTACON
He's right here.

RAIDEN
... Next to you?

OTACON
Yep.

RAIDEN
Did he hear...?

OTACON
Every word.

SNAKE
glaring silently ...

RAIDEN
I'm, uh... I'm just gonna get back to the mission now.

The spread of Metal Gears

OTACON
As the President mentioned, Metal Gear RAY was created as an anti-Metal Gear weapon.

OTACON
In the Shadow Moses incident, Ocelot returned with a disc containing data of the exercises that were held for Metal Gear REX and the new nuclear warhead.

OTACON
What's more, he sold that data not only to the nuclear powers, but to other countries as well.

OTACON
Those nations that obtained the data have commenced their own Metal Gear research.

OTACON
Where does it go from here? What happens when the world is flooded with variations of Metal Gear? We'll probably be looking at an era similar to that of the nuclear arms race.

OTACON
That was one of the reasons we organized Philanthropy.

OTACON
I understand that Fortune's father, Marine Commandant Scott Dolph, had the same misgivings.

OTACON
That's why he proceeded with the development of the anti-Metal Gear weapon, Metal Gear RAY.

OTACON
In fact, RAY alone can drastically redefine tactics when you consider its seafaring capacity to approach, strike, and break off from targets.

OTACON
I also believe that RAY was a solution for renewing interest in the Marines whose role as a rapid response force has dwindled over the last few years.

•Colonel

Prior to Rescuing Emma

Shell 2 Core B1 – find Emma

COLONEL
Raiden, locate Emma Emmerich and have her put the President's disc to use.

*If player is somewhere other than B1

COLONEL
Emma is on B1 of the Shell 2 Core. The clock is ticking -- locate her before Arsenal Gear goes online.

*If player is in B1

COLONEL
Emma should be to the northwest of your present location on B1 of the Shell 2 Core. She's in an area just on the other side of a Card Level 4 door. Hurry.

Shell 2 Core B1 flooding

RAIDEN
Colonel, B1 is completely flooded from what I can see.

COLONEL
You'll have to swim through.

-->How to swim underwater (p. 206)

Air pockets have light shining down on them

COLONEL
Some light is shining down at the spots where there is air. The light probably reaches down to the floor. Keep an eye out for that light.

Air pockets appear on radar

COLONEL
The places where the air is trapped have been inferred from the node's map data, and should appear on your radar.

COLONEL
There's air at the light blue locations on your radar. You should be able to come up for air there. Pay attention to the radar and move on.

Underwater mines

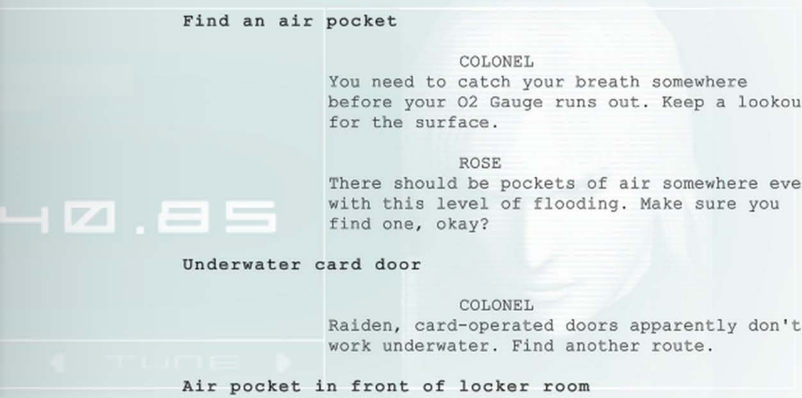
COLONEL
Raiden, watch out for the underwater mines. They'll detonate on contact. Avoid the mines and swim through the area.

Watertight hatches

COLONEL
Raiden, the procedure for opening watertight doors is the same as when you're on land. Push the Action Button in front of the door.

Underwater watertight hatch that won't open

COLONEL
Raiden, it doesn't look as though the watertight door will open. Find another route.



Find an air pocket

COLONEL
You need to catch your breath somewhere before your O2 Gauge runs out. Keep a lookout for the surface.

ROSE
There should be pockets of air somewhere even with this level of flooding. Make sure you find one, okay?

Underwater card door

COLONEL
Raiden, card-operated doors apparently don't work underwater. Find another route.

Air pocket in front of locker room

RAIDEN
Colonel, are you seeing what I'm seeing?

COLONEL
Affirmative -- that must be Emma Emmerich. You need to go around from the east though. There's no way into the locker room from the present location.

Spying on Emma relentlessly

*If player continues to spy on Emma for a set amount of time

RAIDEN
...

ROSE
Jack?

RAIDEN
...

ROSE
Jack!

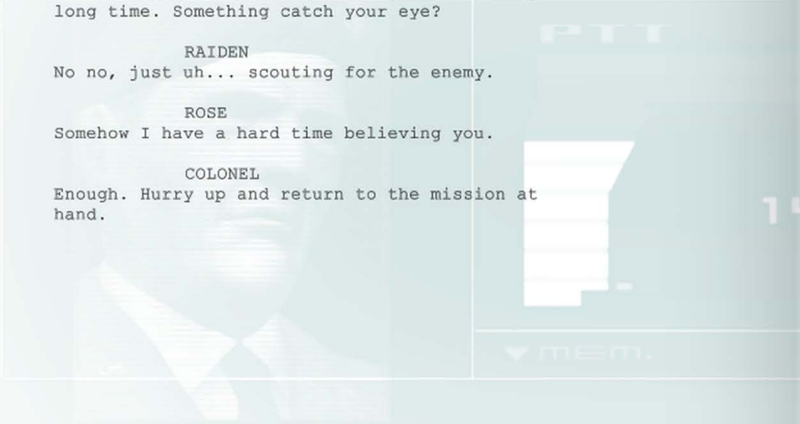
RAIDEN
Oh, Rose, is that you? What's up?

ROSE
"What's up?"... You were looking for a pretty long time. Something catch your eye?

RAIDEN
No no, just uh... scouting for the enemy.

ROSE
Somehow I have a hard time believing you.

COLONEL
Enough. Hurry up and return to the mission at hand.



•Snake

Prior to Rescuing Emma

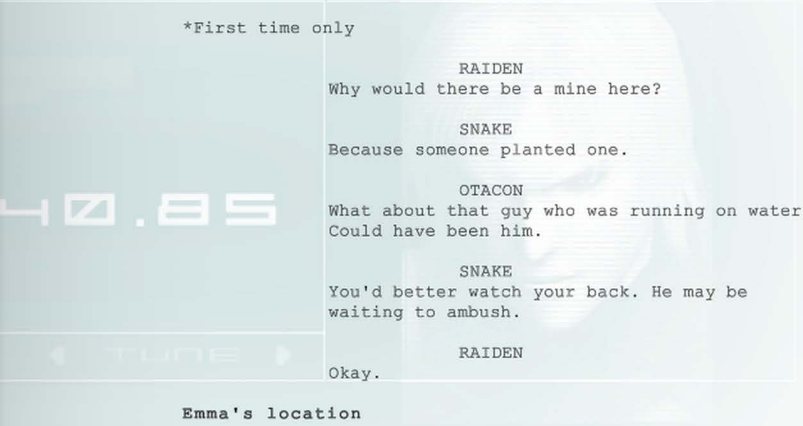
Use your radar underwater (1)

SNAKE
It's hard to gauge the layout of the area when it's underwater. You'd better enable the radar.

SNAKE
The node for that area is right near the elevator. Make sure you log in.

Underwater mines

SNAKE
Raiden, watch out for that underwater mine. It'll detonate on contact, so make sure you avoid it.



*First time only

RAIDEN
Why would there be a mine here?

SNAKE
Because someone planted one.

OTACON
What about that guy who was running on water? Could have been him.

SNAKE
You'd better watch your back. He may be waiting to ambush.

RAIDEN
Okay.

Emma's location

SNAKE
Emma's probably being kept in Filter Chamber No. 2 on Floor B1 of Shell 2's core.

*If player is in B1

SNAKE
It's in the northeast section of the floor you're on.

*If player is in B1 north

SNAKE
Go around from the south and you should be able to reach her.

SNAKE
Start out by swimming south.

*If player is in B1 south

SNAKE
Swim as far west as you can. Then head north and you should reach Filter Chamber No. 2.

*If player is in B1 southwest

SNAKE
Filter Chamber No. 2 should be just north of your present location. Head northward.

Underwater mine infodump

SNAKE
That underwater mine is believed to have built-in compound sensors for detecting acceleration speed, changes in water pressure, body temperature, and other data.

SNAKE
A light touch will trigger one of these... so be careful!

Near Peter's corpse

RAIDEN
Snake... it's Stillman. Stillman's here...

SNAKE
Yeah?

RAIDEN
He was waiting for me.

SNAKE
Right...

Shell 2 Core filtration unit infodump

(1)

SNAKE
Be careful, Raiden. You're a dead man if you fall into the Life Reaction Tank.

(2)

OTACON
That's right. The Life Reaction Tank cleanses polluted water with microorganisms.

OTACON
These organisms are activated by pumping them with large volumes of oxygen.

OTACON
As a result, the water's specific gravity is extremely light, making it impossible to remain afloat.

OTACON
Once you fall in, you'll never come up.

•Colonel

Vamp Battle

Vamp battle - he can dodge bullets

COLONEL
Vamp seems to be anticipating the trajectory of your shots from the minute movements of your muscles.

COLONEL
There's no such thing as a perfect system, though. There must be a way to throw him off and land a shot.

Hint - how to hit him

COLONEL
Raiden, don't use the target locking function -- he'll be able to read your trajectory. Aim from First Person View instead, and fire off a barrage with the automatic if necessary.

A fall into the pool means certain death

COLONEL
Remember what Vamp said: that Life Reaction Tank is a death trap. Make sure you don't fall in there accidentally.

Vamp battle - deflect his knives

COLONEL
You can shoot down the knives Vamp throws. Aim at them in First Person View.

•Snake

Vamp Battle

Shadow-binding (1)

RAIDEN
You can't move once his knife nails your shadow!

SNAKE
Shadow-binding? Are we talking about some kind of Ninjutsu?

OTACON
I don't think so. It's probably some form of hypnotism.

RAIDEN
Hypnotism?

OTACON
I'm guessing it's the power of suggestion augmented by his speech and movements, coupled with the manipulation of the light reflecting off the blade of his knife...

RAIDEN
What should I do?

OTACON
I can't think of any way to break his spell on such a short notice. The easiest thing to do is to make sure his knife doesn't hit your shadow.

SNAKE
Raiden, if his knife nails your shadow, you won't be able to move for a while.

SNAKE
If this happens, your only option is to rapidly press a button and move the left analog stick around to free yourself from his spell.

Shadow-binding (2)

SNAKE

You know... you can get rid of your shadow if there are no light sources. Maybe if you knock out some nearby lights, you won't have to worry about his shadow trick.

Use the Thermal Goggles

SNAKE

If the guy goes underwater, slap on your Thermal Goggles.

SNAKE

That should give you an idea where to throw your grenades.

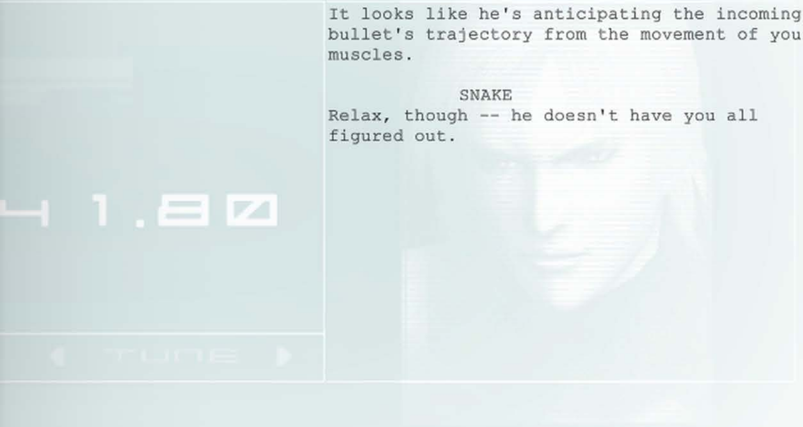
Don't use lock-on against Vamp

SNAKE

It looks like he's anticipating the incoming bullet's trajectory from the movement of your muscles.

SNAKE

Relax, though -- he doesn't have you all figured out.



•Colonel

After Vamp Battle, Prior to Rescuing Emma

After Vamp battle - Filtration Chamber No. 2

COLONEL
Raiden, go and find Emma. She should be in the locker room to the north of your area.

ROSE
You could ask Snake for more details if you need them.

South of Filtration Chamber No. 2

COLONEL
Raiden, Emma is in the core of Shell 2, somewhere in the northwest sector of level B1. Arsenal Gear will go online soon -- rescue Emma ASAP.

Locker room

*First time only

RAIDEN
Colonel, I'm in the locker room but there's no one here.

ROSE
Could she have gone somewhere else...?

COLONEL
I don't think so.

*Second and subsequent times

COLONEL
Emma is somewhere in that room. Search more carefully.

The node

COLONEL
Raiden, there's a node over there. Log in and you may be able to ascertain Emma's position.

•Snake

After Vamp Battle, Prior to Rescuing Emma

Save Emma

*If player is somewhere other than Filtration Chamber

SNAKE

Raiden, we don't have much time left! Emma should be to the north of Filter Chamber No. 2, where you fought with Vamp.

OTACON

Raiden, you have to hurry! E.E.'s life is in your hands.

Save Emma – in water north of Filtration Chamber No. 2 (after Vamp battle)

SNAKE

You can find the locker room where Emma is to the northwest of the flooded area. Go!

Save Emma – locker room

(1)

RAIDEN

Snake, I don't see Emma...

OTACON

E.E...

(2)

SNAKE

I can't believe Emma managed to get out of that room by herself. Take a more thorough look around.

Purified hydrogen bomb

RAIDEN

Vamp mentioned a purified hydrogen bomb. Any idea what it is?

OTACON

A purified hydrogen bomb is a nuclear weapon that doesn't use a nuclear explosion to trigger a nuclear fusion reaction.

OTACON

There are two theories for triggering a purified hydrogen bomb. Of the two, our nation focused its research efforts on the "Laser Inertial Compression" theory.

OTACON

Theoretically, it's the same as laser nuclear fusion.

OTACON

By solidifying deuterium and tritium at an extremely low temperature to create fuel pellets and bombarding these pellets with a high-output laser...

OTACON

... the surface of the pellets evaporate. This creates a reaction that results in the inward compression of the pellets.

OTACON

The center portion of a pellet reaches the necessary extreme temperature and pressure conditions for confining nuclear fusion, and thereby creating a fusion reaction.

OTACON

I understand that research in this area continued into the last century. But I'd heard they hit a wall when they couldn't come up with a miniature laser capable of the necessary ultrahigh output...

OTACON

From what you tell me, I guess I'll have to assume they overcame that problem...

•Colonel

After Rescuing Emma

Where to go next

COLONEL
Raiden, take Emma to the computer room on B2 of Shell 1's core.

COLONEL
She can launch the virus that you received from the President. It's the only way to stop Arsenal Gear.

COLONEL
The flooding is getting worse. Go back to Filter Chamber No. 2 -- where Vamp was -- before the area is completely underwater. Move!

Head for Strut L

COLONEL
Raiden, go with Emma to Strut L. If you exit the Shell 2 Core and head south on the KL connecting bridge, you'll get to Strut L. There's no time! Move it!

Emma's O2

(1)

COLONEL
When you're underwater with Emma, her O2 Gauge will be displayed below your own gauge.

COLONEL
Be careful -- her O2 Gauge has lower reserve than yours.

RAIDEN
I guess we won't have any time to waste then.

(2)

COLONEL
Keep an eye on Emma's O2 Gauge. Take the shortest possible way to get through the flooded area.

Get to Strut L

COLONEL
Raiden, accompany Emma to Strut L. Descend to the lower section of the strut and cross the oil fence to Shell 1.

How to hold Emma's hand

COLONEL
Press down and hold the Action Button near Emma to hold her hand.

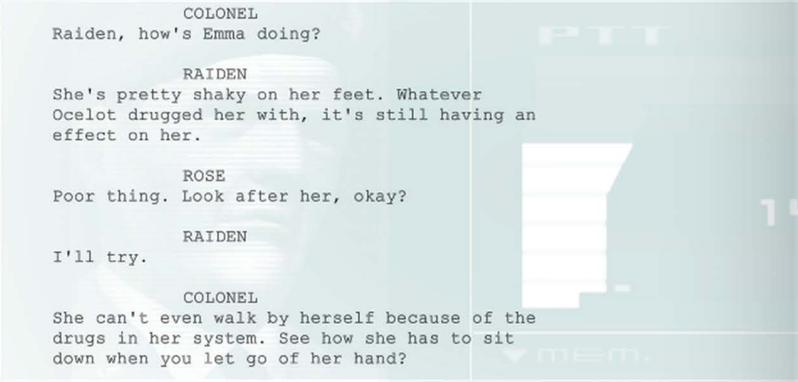
COLONEL
Start moving with the button pressed down and you can lead her by the hand.

COLONEL
Push the Action Button again to let go.

Holding Emma's hand - you can't use a weapon

COLONEL
You won't be able to take her hand when you're holding a weapon. Keep that in mind.

Emma's sitting down



COLONEL
Raiden, how's Emma doing?

RAIDEN
She's pretty shaky on her feet. Whatever Ocelot drugged her with, it's still having an effect on her.

ROSE
Poor thing. Look after her, okay?

RAIDEN
I'll try.

COLONEL
She can't even walk by herself because of the drugs in her system. See how she has to sit down when you let go of her hand?

COLONEL
If you have to release her hand, make sure she's somewhere safe. Don't let her go in sight of the enemy.

If Emma is unconscious

COLONEL
If Emma loses consciousness, drag her just like you drag the enemy's body around.

RAIDEN
Unconscious, hmm... (He's thinking inappropriate things.)

ROSE
Jack, what's up with you?

RAIDEN
feigning innocence Oh, nothing.

ROSE
Hmmph. (She doesn't believe him.)

COLONEL
Don't leave Emma in an unsafe spot when she's unconscious. Drag her if you have to, but get her to safety.

Emma's Life

COLONEL
Do you see Emma's Life Gauge underneath your own?

COLONEL
If Emma's Life Gauge were to run out -- I don't need to explain that, I think. Keep her safe and get her to Strut L.

Emma's Life recovery

COLONEL
Emma's Life Gauge will recover slowly while she's sitting down resting.

COLONEL
If her Life Gauge is starting to run low, you should let go of her hand so she can rest.

Holding Emma's hand - basic tactics

COLONEL
You will not be able to hold any weapons as long as you're leading Emma by the hand. You have no choice but to let go of her when engaging the enemy.

COLONEL
Hide Emma in a safe spot as soon as you see hostile personnel in the vicinity. After you eliminate the danger, pick her up and proceed on course.

Sea lice area

RAIDEN
Emma's terrified of the sea lice. She won't move.

ROSE
I sympathize... I wouldn't want to be anywhere near those things either.

RAIDEN
But we can't exactly sit here. Arsenal Gear is about to go online...

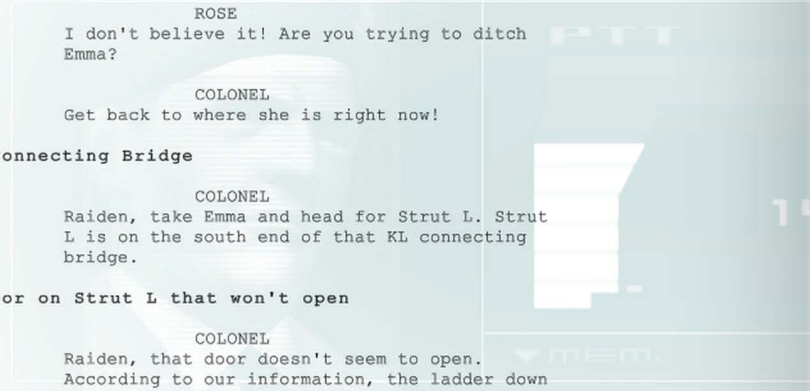
COLONEL
Raiden, you'll have to get through there even if it means forcing her to move. I know it seems cruel.

How to get rid of sea lice

COLONEL
We have got to move Emma past that section. Let her sleep through it -- knock her out, or use the tranquilizer gun.

If player leaves Emma behind

COLONEL
Raiden, where do you think you're going?



ROSE
I don't believe it! Are you trying to ditch Emma?

COLONEL
Get back to where she is right now!

On KL Connecting Bridge

COLONEL
Raiden, take Emma and head for Strut L. Strut L is on the south end of that KL connecting bridge.

Near door on Strut L that won't open

COLONEL
Raiden, that door doesn't seem to open. According to our information, the ladder down to the lower section of Strut L is to the south. Keep your eye on Emma and go south.

At Strut L Sewage Treatment Facility

COLONEL
Raiden, there should be a ladder down to the water somewhere near your present location on Strut L. Take Emma to the ladder.

•Snake

After Rescuing Emma

Otacon and Emma's sibling spats (1)

OTACON
Okay, Raiden. Let me talk to Emma.

RAIDEN
Sure. One condition... no arguing.

OTACON
No problem. Put her on.

OTACON
E.E.? Is that you?

EMMA
Yes. What do you want?

OTACON
Why did you get involved in weapons development?

EMMA
...

OTACON
A lot of people will get hurt... even more will die!

OTACON
I'm talking about the destruction of homes and cities... radioactive contamination for years to come. You of all people should know the horror of nuclear weapons!

OTACON
You know about our family's dark history! Why, E.E.? Why!?

EMMA
You left me... You made my life a living hell!

OTACON
I didn't have a choice!

EMMA
Don't lie to me! The pool... You could never look me in the eye after the accident!

EMMA
You took the easy way out, so you wouldn't have to face me!

EMMA
That way, you could avoid responsibility every day...

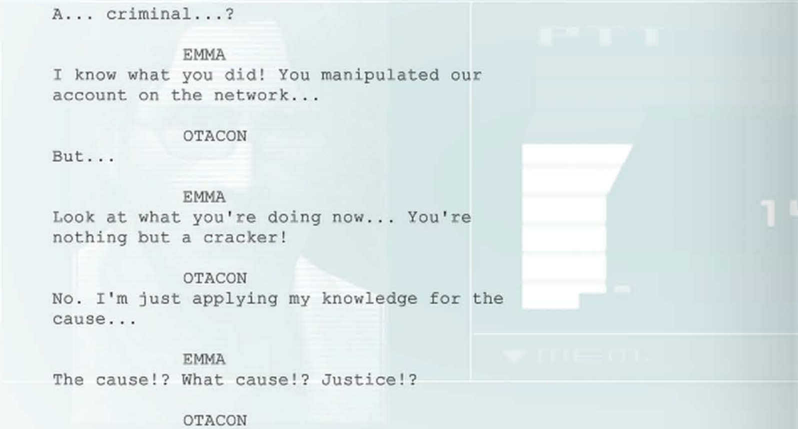
EMMA
You ran... You ran away so you wouldn't have to face the pain!

OTACON
No... that's not why I left...

EMMA
You left me and took the easy way out...

OTACON
That's not true. I left the house because...

EMMA
You're a criminal! Just like me!



OTACON
A... criminal...?

EMMA
I know what you did! You manipulated our account on the network...

OTACON
But...

EMMA
Look at what you're doing now... You're nothing but a cracker!

OTACON
No. I'm just applying my knowledge for the cause...

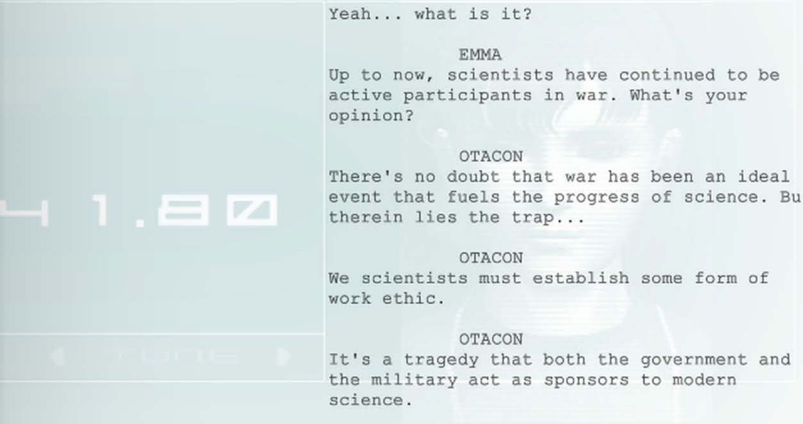
EMMA
The cause!? What cause!? Justice!?

OTACON
For peace, E.E.! I'm not like Snake... I can't carry a gun and face the enemy... That's why I do what I do best...

EMMA
Oh, right! Nice justification, Hal! Forget about being a criminal! You'd make a great lawyer!

SNAKE
All right already... That's enough!

Otacon and Emma's sibling spats (2)



SNAKE
What's up, Raiden?

RAIDEN
Uh...

EMMA
Out of my way! Let me talk!

SNAKE
You want to talk to Otacon?

EMMA
Yes.

SNAKE
I'll put him on...

OTACON
Yeah... what is it?

EMMA
Up to now, scientists have continued to be active participants in war. What's your opinion?

OTACON
There's no doubt that war has been an ideal event that fuels the progress of science. But therein lies the trap...

OTACON
We scientists must establish some form of work ethic.

OTACON
It's a tragedy that both the government and the military act as sponsors to modern science.

EMMA
What are you talking about? The atom and hydrogen bombs were born from laboratories owned and operated by universities and private enterprises...

EMMA
Los Alamos and the Lawrence Livermore Labs were run by universities... There's nothing strange about that.

OTACON
Weapons development and universities... This may come as a surprise, but science requires that information be exchanged freely.

EMMA
You're referring to the will of Professor Oppenheimer, aren't you?

OTACON
For me, science and weapons always existed at different levels.

OTACON
I never thought that my research results would bring about misfortune to others. That was until the Shadow Moses incident...

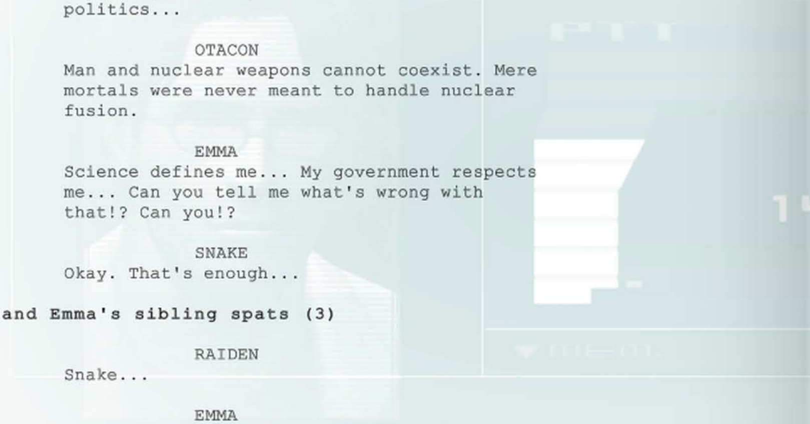
EMMA
I have no regrets...

OTACON
That's where you're wrong. We scientists know the dangers of a nuclear threat. It's up to us to protect the people. We can't allow it to be exploited by nations or their politics...

OTACON
Man and nuclear weapons cannot coexist. Mere mortals were never meant to handle nuclear fusion.

EMMA
Science defines me... My government respects me... Can you tell me what's wrong with that!? Can you!?

SNAKE
Okay. That's enough...



Otacon and Emma's sibling spats (3)

RAIDEN
Snake...

EMMA
Let me talk to him!

RAIDEN
Uh, yeah.

SNAKE
Otacon's busy right now. You'll have to settle for me.

EMMA
What...? O-okay...

SNAKE

Right. Now what do you want?

EMMA

Hal's wrong. Science doesn't exist to benefit the world.

SNAKE

Then what is it for?

EMMA

Science is for the individual. For me, it's a way to realize my dreams.

SNAKE

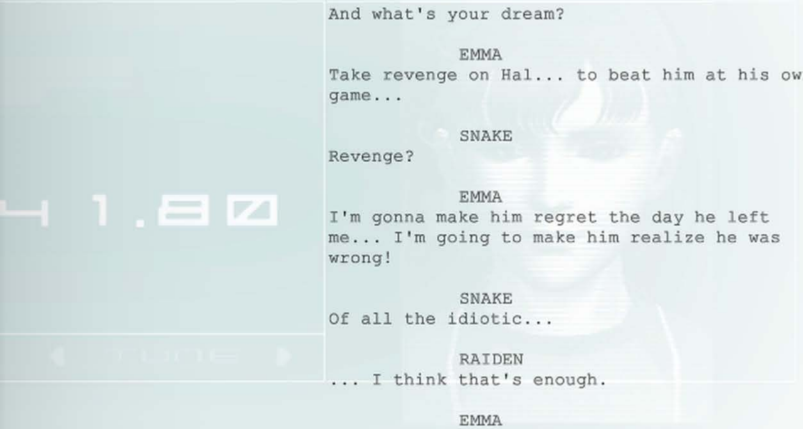
That sounds pretty greedy.

EMMA

You can't realize your dreams without greed.

SNAKE

And what's your dream?



EMMA

Take revenge on Hal... to beat him at his own game...

SNAKE

Revenge?

EMMA

I'm gonna make him regret the day he left me... I'm going to make him realize he was wrong!

SNAKE

Of all the idiotic...

RAIDEN

... I think that's enough.

EMMA

ignores Idiotic!? It's my goal! My reason for being alive!

EMMA

Hal is wrong! He's only being used by his country! He's pitiful! Even you guys are using him!

EMMA

Me... I'm using science to achieve my own dream!

SNAKE

Real bright, lady! That's exactly the line that scientists are never meant to cross!

EMMA
Right! I sold my soul for revenge! I will never forgive him!

SNAKE
I'll pretend this conversation never happened...

EMMA
No! You tell my brother exactly what I said! You...

SNAKE
Emma!

EMMA
W-What...? (She's been overpowered.)

SNAKE
You're speaking your mind... not your heart.

EMMA
...

SNAKE
Just leave it at that.

EMMA
Um... okay...

RAIDEN
...

After rescuing Emma - head for Strut L

SNAKE
Raiden, take Emma and go to Strut L. There's a ladder down onto the oil fence on the ocean surface from that strut.

Messing with Emma

*If player crawls on top of Emma

OTACON
What do you think you're doing to her!?

After rescuing Emma – before Snake goes dark

*Lead-up to Snake and Olga's battle

SNAKE
Raiden? I may have to sign off for a while.

RAIDEN
Anything wrong?

SNAKE
Just a small errand... Don't worry about it.

RAIDEN
What's it about?

SNAKE
Here goes -- I'm going offline! (Olga has come and this is just before their battle.)

Prior to reaching Strut L (1)

RAIDEN
Snake, are you close?

SNAKE
Keep it together -- we're almost there. Just hang on until then.

Prior to reaching Strut L (2)

RAIDEN
Snake?

SNAKE
We're having some problems. You're going to have to deal by yourself for a while. Take good care of Emma, all right?

•Colonel

Vamp Sniping Event

Near ladder

COLONEL
Raiden, where do you think you're going? Your job is to safeguard Emma. Give her a safe passage with the PSG1.

Sniping event - basic instructions

COLONEL
Stay out and give her cover until she makes it safely across the oil fence. Use the PSG1 to snipe out anyone who tries to interfere with her progress.

Vamp sniping - aim for his head

COLONEL
Raiden, Emma's in danger. Take out Vamp now!

COLONEL
You'll do serious damage with a head shot. Aim for his head!

Replenish your ammo

COLONEL
Don't forget to pick up more ammunition for the PSG1 when you run out. They should be close by.

Stances affect hand shaking

COLONEL
Hand tremors are unavoidable when sniping.

COLONEL
It can however be kept to a minimum by taking the prone position. Go into a crawl and select the PSG1.

Claymores

COLONEL
Raiden, there's a problem. They're invisible to the naked eye, but there are Claymore mines set on the oil fence.

COLONEL
The Claymores will become visible with Thermal Goggles on. Snipe them out and protect Emma.

Getting Emma to stop

COLONEL
Emma is still heavily drugged. She doesn't seem to have regained complete control of her body yet, and her judgment is not what it should be.

COLONEL
She runs the risk of walking blindly into dangerous situations.

*Second and subsequent times

COLONEL
Whenever you want Emma to pause, fire at the ground near her feet to signal her.

COLONEL
That should make her stop. Take the opportunity to eliminate whatever poses a threat to her.

Do not hit Emma

COLONEL
I know you've already heard this, but don't shoot Emma.

*If player has attacked Emma

ROSE
You would never do something like that on purpose, right?

RAIDEN
...

ROSE
Are you... Are you going to shoot again?

RAIDEN
No! I would never do something like that.

ROSE
That's what I thought.

RAIDEN
That's funny! Haha...

ROSE
Ahahaha...

ROSE
suddenly serious Jack, listen. If you shoot this time...

RAIDEN
If I do?

ROSE
I won't save your data. Got it?

Don't forget about tranquilizer rounds

COLONEL
If you don't want to kill, use a sniper rifle that can fire tranquilizer rounds.

*If player has tranquilizer rifle

COLONEL
Your PSG1-T fits the bill. It works just like the regular PSG1, so consider it an option.

COLONEL
The PSG1-T only fires tranquilizer rounds, so remember, it won't shoot down a Gun Cypher.

*If player doesn't have tranquilizer rifle

COLONEL
Unfortunately, you don't seem to have one of those. You'll have to eliminate the enemy instead.

When player has remote-controlled missiles equipped

COLONEL
The remote-controlled missiles cannot be used in outer areas of the Big Shell. Remove Emma's attackers with the PSG1.

Pentazemin

COLONEL
Pentazemin can temporarily steady the hand. It's something to consider when you need to do some precise shooting.

Vamp sniping

COLONEL
Raiden, Emma's in trouble. Target Vamp only -- do not under any circumstances hit Emma! Aim as precisely as you can!

Emma is close to death

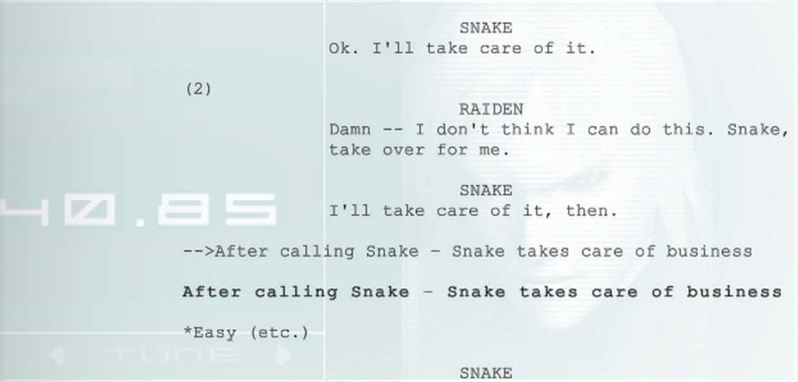
COLONEL
Raiden, Emma's not going to last too much longer.

ROSE
I have a feeling Snake will be able to think of something. Contact him ASAP!

•Snake

Vamp Sniping Event

Sniping request



(1)

RAIDEN
Snake, I can't handle this alone.

SNAKE
Ok. I'll take care of it.

(2)

RAIDEN
Damn -- I don't think I can do this. Snake, take over for me.

SNAKE
I'll take care of it, then.

-->After calling Snake – Snake takes care of business

After calling Snake – Snake takes care of business

*Easy (etc.)

SNAKE
I'm going to show you how sniping should be handled. Take a good look.

*Hard (etc.)

SNAKE
I'll start sniping from Strut E, but I'm not always going to hit the target, and there'll be a pause during reloads. You're going to have to keep shooting, too.

-->After calling Snake – explanation

After calling Snake - explanation

SNAKE
My sniping field will be limited to the area you're watching through your PSG1's scope.

SNAKE
Keep a good lookout on Emma's surroundings even while I'm shooting, all right?

Shot by Raiden

(1)

SNAKE
Raiden, watch where you're aiming!

(2)

SNAKE
Raiden! What're you aiming at!? Cover Emma!

(3)

SNAKE
That's a pretty good shot, kid! Now how about aiming at the enemy!

(4)

SNAKE
Raiden! I'm on your side!!!

Angry Snake

*If player (Raiden) shoots Snake, Snake shoots back and scolds them

SNAKE
What's your problem!?

SNAKE
Watch where you're shooting!

SNAKE
Stop messing around!!

SNAKE
No more!

Talking to himself Snake

*If player points the Directional Mic at Snake during the sniping event, they can hear him talking to himself

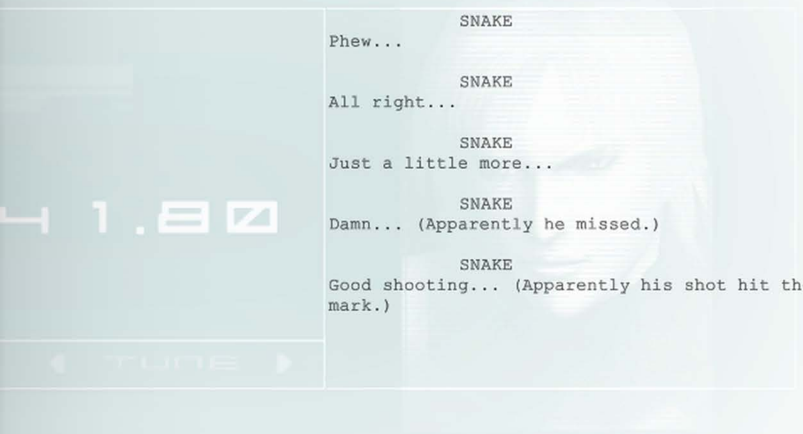
SNAKE
watching Emma Hmm... Not bad at all...

SNAKE
Do I need to clear things with Otacon before I ask her out...?

SNAKE
Is she all right...!?

SNAKE
What is he (Raiden) doing...!

SNAKE
Look out...!



SNAKE
Phew...

SNAKE
All right...

SNAKE
Just a little more...

SNAKE
Damn... (Apparently he missed.)

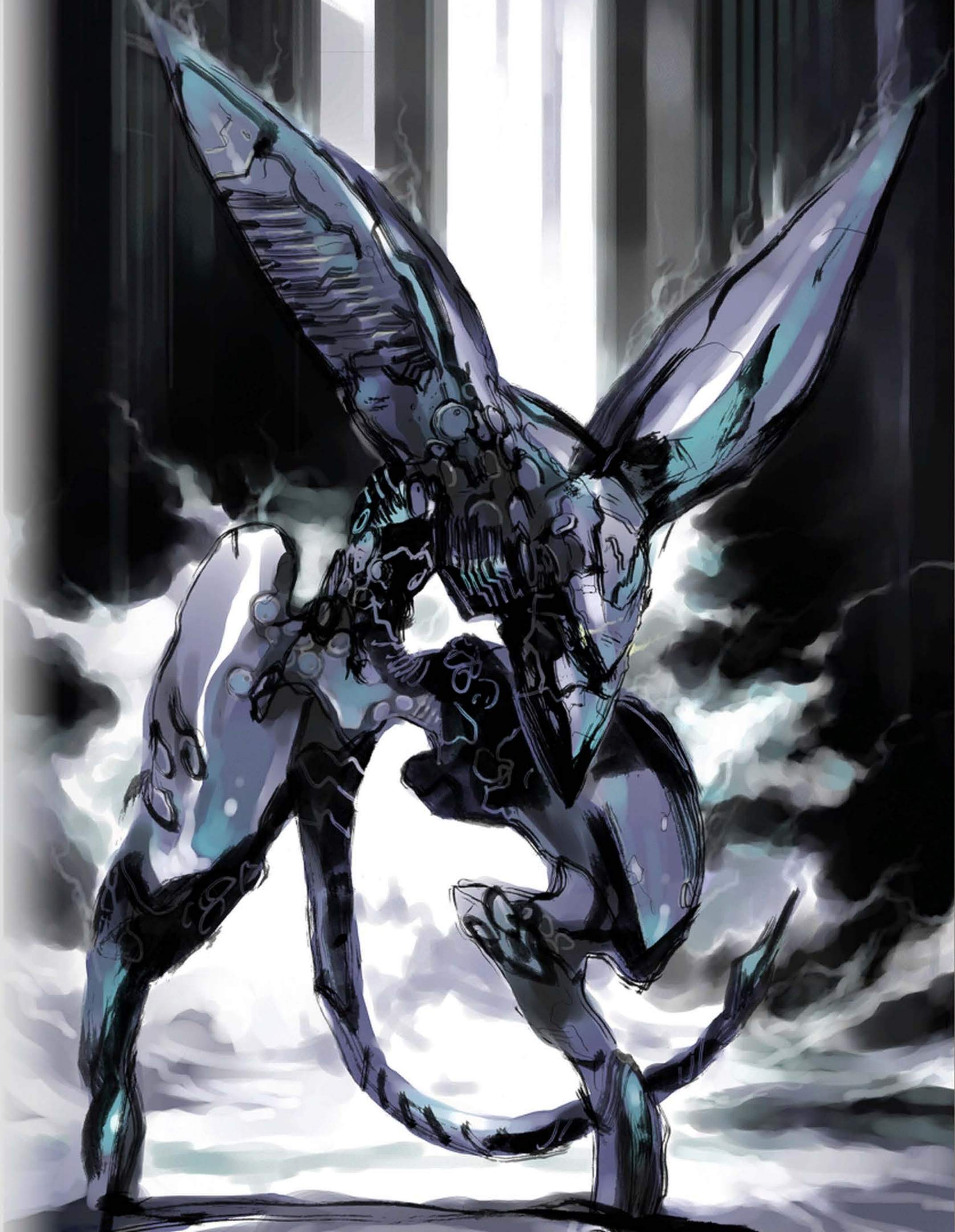
SNAKE
Good shooting... (Apparently his shot hit the mark.)

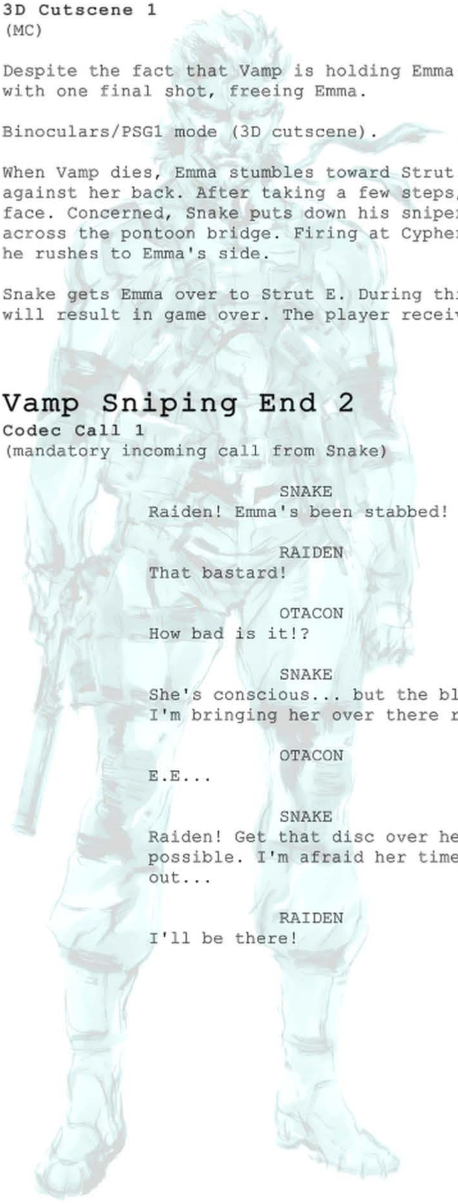
SECTION 7

After Vamp Sniping Event

– Solidus Battle

ヴァンプ狙撃イベント後～ソリダス戦





Vamp Sniping End 1

3D Cutscene 1
(MC)

Despite the fact that Vamp is holding Emma hostage, Raiden hits Vamp with one final shot, freeing Emma.

Binoculars/PSG1 mode (3D cutscene).

When Vamp dies, Emma stumbles toward Strut E with her hand pressed against her back. After taking a few steps, she suddenly falls on her face. Concerned, Snake puts down his sniper rifle and makes his way across the pontoon bridge. Firing at Cyphers in the air with his SOCOM, he rushes to Emma's side.

Snake gets Emma over to Strut E. During this time, attacking the two will result in game over. The player receives a call on the Codec!

Vamp Sniping End 2

Codec Call 1
(mandatory incoming call from Snake)

SNAKE
Raiden! Emma's been stabbed!

RAIDEN
That bastard!

OTACON
How bad is it!?

SNAKE
She's conscious... but the bleeding's bad. I'm bringing her over there right now!

OTACON
E.E...

SNAKE
Raiden! Get that disc over here as soon as possible. I'm afraid her time's running out...

RAIDEN
I'll be there!

Vamp Sniping End 3

In-Game Sequence 1

(Strut E Ladder)

Raiden goes up a ladder (automatic) along the column of Strut E. It leads to a floor hatch in a room on the B1 level of the facility. Raiden climbs out of the hatch and closes it behind him (automatic). This is the same route Snake took with the wounded Emma about 10 minutes ago.

Raiden kneels and then calls Snake (mandatory)!

Vamp Sniping End 4

Codec Call 2

(mandatory outgoing call to Snake)

RAIDEN
Snake, what's your situation over there?

SNAKE
Emma seems to be uh... doing something to GW's defensive capabilities. All we need now is your disc. (He doesn't really know what's going on.)

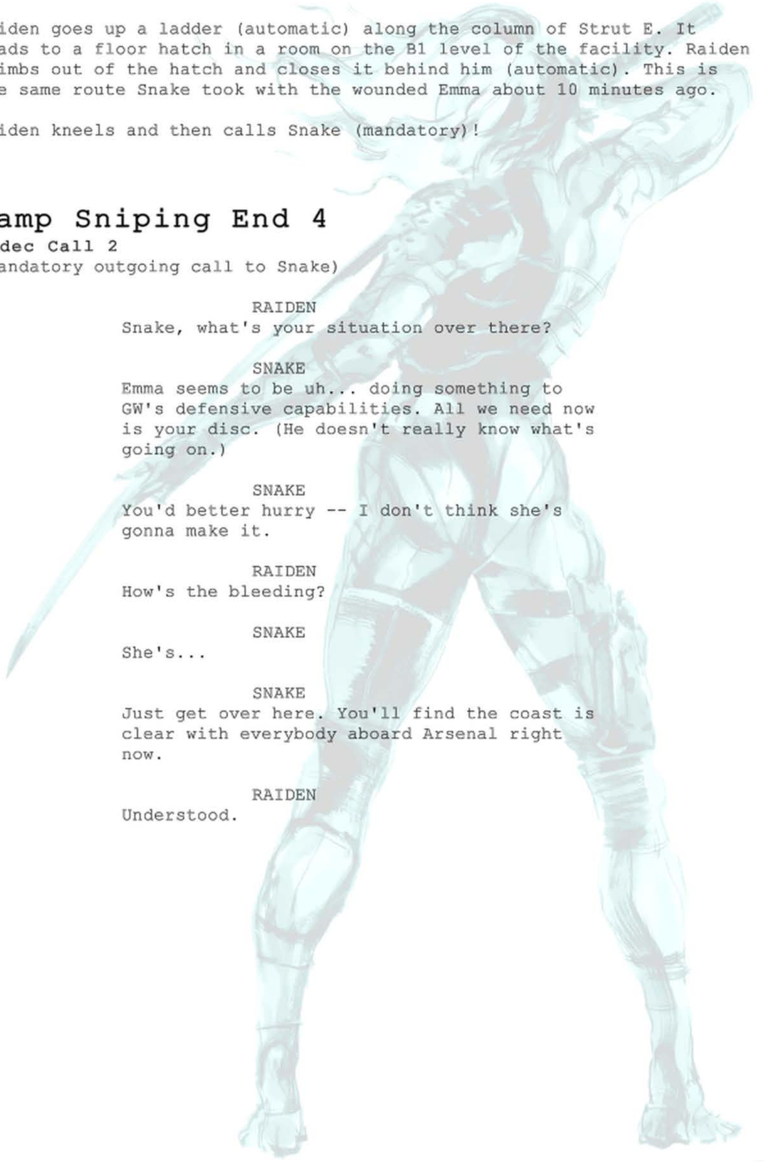
SNAKE
You'd better hurry -- I don't think she's gonna make it.

RAIDEN
How's the bleeding?

SNAKE
She's...

SNAKE
Just get over here. You'll find the coast is clear with everybody aboard Arsenal right now.

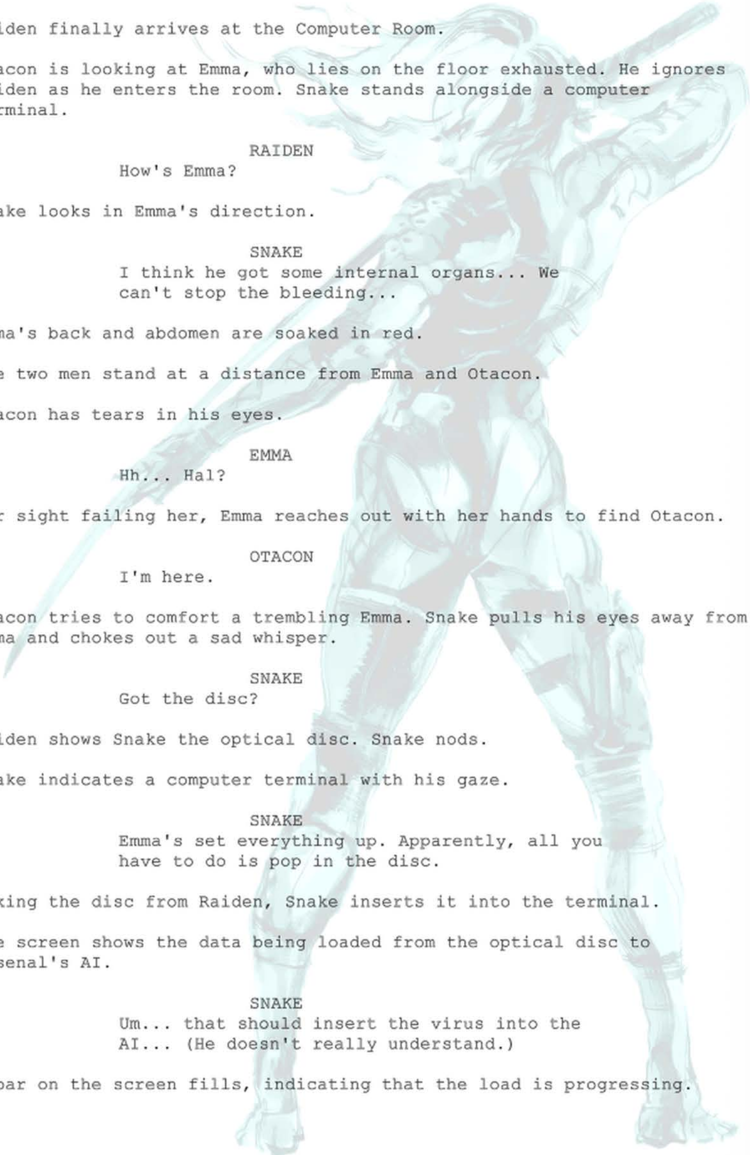
RAIDEN
Understood.



AG Activated 1

3D Cutscene 1

((MC) - Shell 1 B2 Computer Room)



Raiden finally arrives at the Computer Room.

Otacon is looking at Emma, who lies on the floor exhausted. He ignores Raiden as he enters the room. Snake stands alongside a computer terminal.

RAIDEN

How's Emma?

Snake looks in Emma's direction.

SNAKE

I think he got some internal organs... We can't stop the bleeding...

Emma's back and abdomen are soaked in red.

The two men stand at a distance from Emma and Otacon.

Otacon has tears in his eyes.

EMMA

Hh... Hal?

Her sight failing her, Emma reaches out with her hands to find Otacon.

OTACON

I'm here.

Otacon tries to comfort a trembling Emma. Snake pulls his eyes away from Emma and chokes out a sad whisper.

SNAKE

Got the disc?

Raiden shows Snake the optical disc. Snake nods.

Snake indicates a computer terminal with his gaze.

SNAKE

Emma's set everything up. Apparently, all you have to do is pop in the disc.

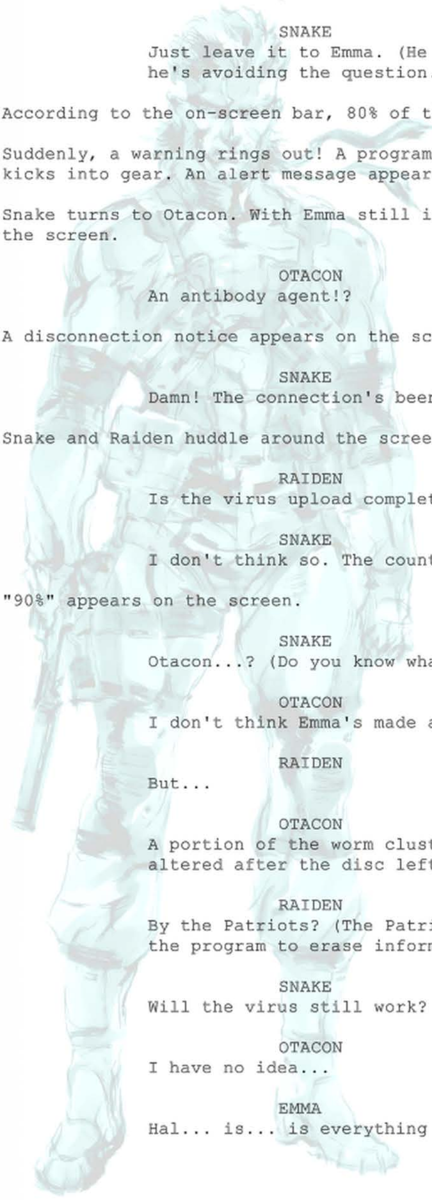
Taking the disc from Raiden, Snake inserts it into the terminal.

The screen shows the data being loaded from the optical disc to Arsenal's AI.

SNAKE

Um... that should insert the virus into the AI... (He doesn't really understand.)

A bar on the screen fills, indicating that the load is progressing.



RAIDEN
Is it working?

SNAKE
Just leave it to Emma. (He doesn't know, so he's avoiding the question.)

According to the on-screen bar, 80% of the data has been loaded.

Suddenly, a warning rings out! A program that monitors for foreign code kicks into gear. An alert message appears on the screen!

Snake turns to Otacon. With Emma still in his arms, Otacon looks toward the screen.

OTACON
An antibody agent!?

A disconnection notice appears on the screen.

SNAKE
Damn! The connection's been cut!

Snake and Raiden huddle around the screen!

RAIDEN
Is the virus upload complete?

SNAKE
I don't think so. The count's stopped at 90%.

"90%" appears on the screen.

SNAKE
Otacon...? (Do you know what's going on?)

OTACON
I don't think Emma's made any mistakes...

RAIDEN
But...

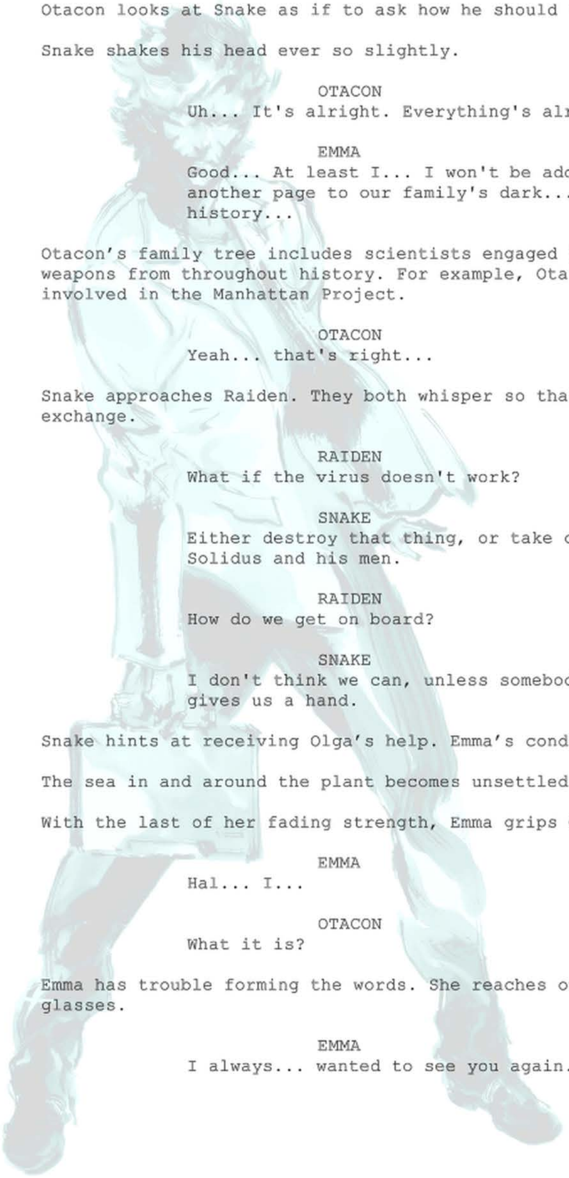
OTACON
A portion of the worm cluster might've been altered after the disc left Emma's hands.

RAIDEN
By the Patriots? (The Patriots only altered the program to erase information about them.)

SNAKE
Will the virus still work?

OTACON
I have no idea...

EMMA
Hal... is... is everything alright...?



With her hearing already failing her too, Emma hasn't heard the exchange between Snake and company.

Otacon looks at Snake as if to ask how he should reply.

Snake shakes his head ever so slightly.

OTACON
Uh... It's alright. Everything's alright.

EMMA
Good... At least I... I won't be adding... another page to our family's dark... history...

Otacon's family tree includes scientists engaged in the development of weapons from throughout history. For example, Otacon's grandfather was involved in the Manhattan Project.

OTACON
Yeah... that's right...

Snake approaches Raiden. They both whisper so that Emma can't hear their exchange.

RAIDEN
What if the virus doesn't work?

SNAKE
Either destroy that thing, or take out Solidus and his men.

RAIDEN
How do we get on board?

SNAKE
I don't think we can, unless somebody inside gives us a hand.

Snake hints at receiving Olga's help. Emma's condition deteriorates.

The sea in and around the plant becomes unsettled.

With the last of her fading strength, Emma grips Otacon's hand tight.

EMMA
Hal... I...

OTACON
What it is?

Emma has trouble forming the words. She reaches out and touches Otacon's glasses.

EMMA
I always... wanted to see you again.

AG Activated 2

3D Cutscene 2

((NM) - the setting sun)

3D cutscene visuals (the sun setting over the horizon).

A huge sun (wide shot)—representing Emma's life—sets over the horizon. The sea sparkles from its light. The conversation that follows is played over this scene. 3D cutscene showing the pontoon bridge (from the sniping event).

OTACON
You don't hate me?

EMMA
Never... I never wanted to get in your way... I never wanted to hurt you... I thought that with Arsenal... if I followed in your footsteps... I could be... closer. I just wanted you to look at me...

EMMA
I just wanted you to look at me... look at me as... as a woman.

OTACON
E.E... I could never do that...

EMMA
Don't be so honest. It... hurts...

OTACON
Sorry...

EMMA
Can I... Can I ask you one last favor...?

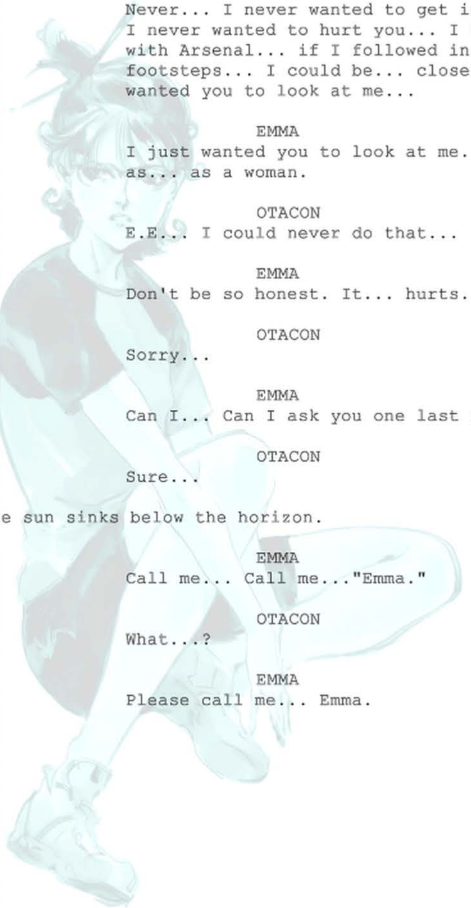
OTACON
Sure...

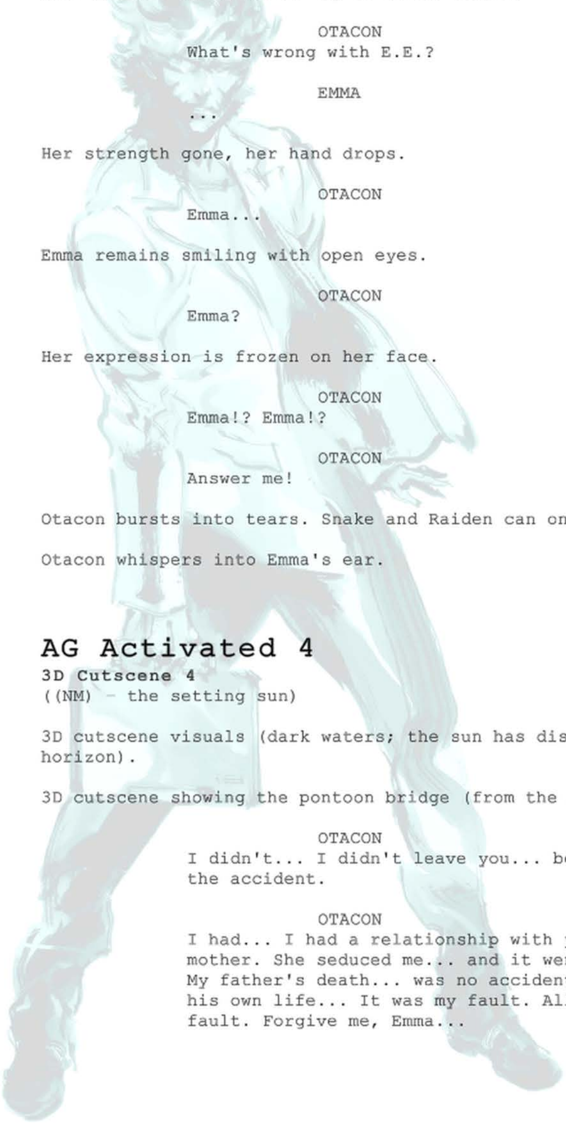
The sun sinks below the horizon.

EMMA
Call me... Call me..."Emma."

OTACON
What...?

EMMA
Please call me... Emma.





AG Activated 3

3D Cutscene 3

((MC) - Shell 1 B2 Computer Room)

Emma reaches up again to try to touch Otacon.

OTACON

What's wrong with E.E.?

EMMA

...

Her strength gone, her hand drops.

OTACON

Emma...

Emma remains smiling with open eyes.

OTACON

Emma?

Her expression is frozen on her face.

OTACON

Emma!? Emma!?

OTACON

Answer me!

Otacon bursts into tears. Snake and Raiden can only look on.

Otacon whispers into Emma's ear.

AG Activated 4

3D Cutscene 4

((NM) - the setting sun)

3D cutscene visuals (dark waters; the sun has disappeared below the horizon).

3D cutscene showing the pontoon bridge (from the sniping event).

OTACON

I didn't... I didn't leave you... because of the accident.

OTACON

I had... I had a relationship with your mother. She seduced me... and it went on... My father's death... was no accident. He took his own life... It was my fault. All my fault. Forgive me, Emma...

AG Activated 5

3D Cutscene 5

((MC) - Shell 1 B2 Computer Room)

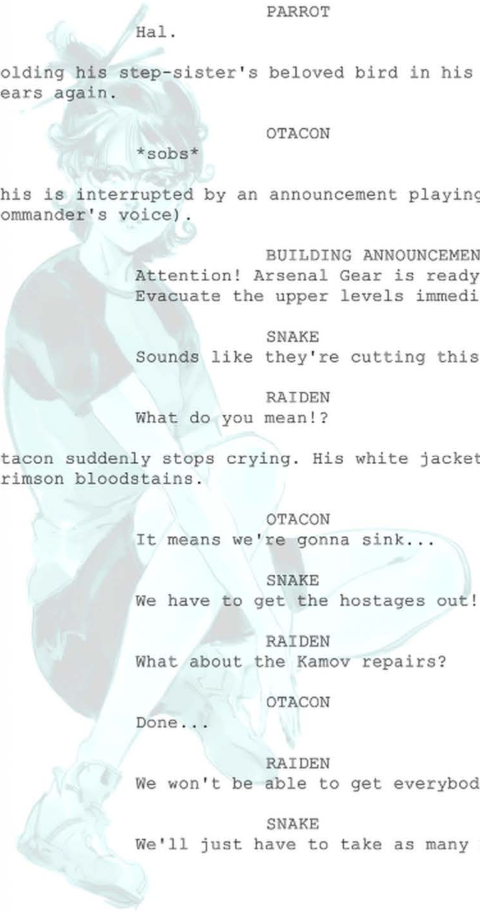
Several minutes after Emma's death.

As though sensing her passing, Emma's parrot cries out from its cage!

PARROT
Hal.

Otacon goes up to the cage and lets the parrot out.

He holds out his hand. The parrot hops onto it.



PARROT
Hal.

Holding his step-sister's beloved bird in his hands, Otacon bursts into tears again.

OTACON
sobs

This is interrupted by an announcement playing over the intercom (enemy commander's voice).

BUILDING ANNOUNCEMENT
Attention! Arsenal Gear is ready for launch! Evacuate the upper levels immediately!

SNAKE
Sounds like they're cutting this area loose!

RAIDEN
What do you mean!?

Otacon suddenly stops crying. His white jacket is covered with Emma's crimson bloodstains.

OTACON
It means we're gonna sink...

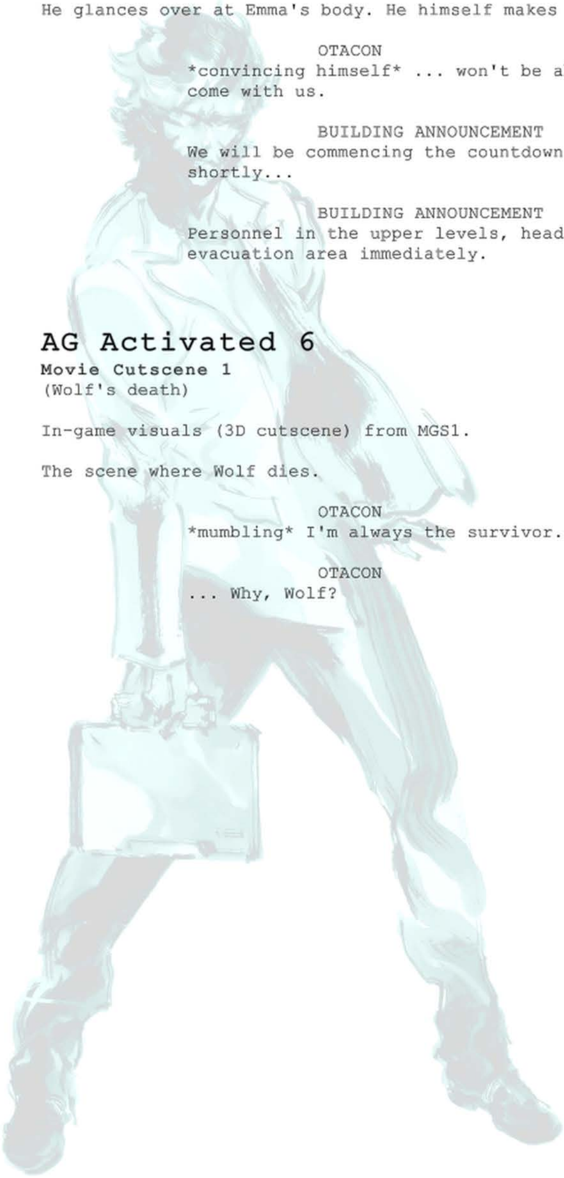
SNAKE
We have to get the hostages out!

RAIDEN
What about the Kamov repairs?

OTACON
Done...

RAIDEN
We won't be able to get everybody aboard...

SNAKE
We'll just have to take as many as we can.



OTACON

My sister...

He glances over at Emma's body. He himself makes the call.

OTACON

convincing himself ... won't be able to come with us.

BUILDING ANNOUNCEMENT

We will be commencing the countdown shortly...

BUILDING ANNOUNCEMENT

Personnel in the upper levels, head for the evacuation area immediately.

AG Activated 6

Movie Cutscene 1

(Wolf's death)

In-game visuals (3D cutscene) from MGS1.

The scene where Wolf dies.

OTACON

mumbling I'm always the survivor...

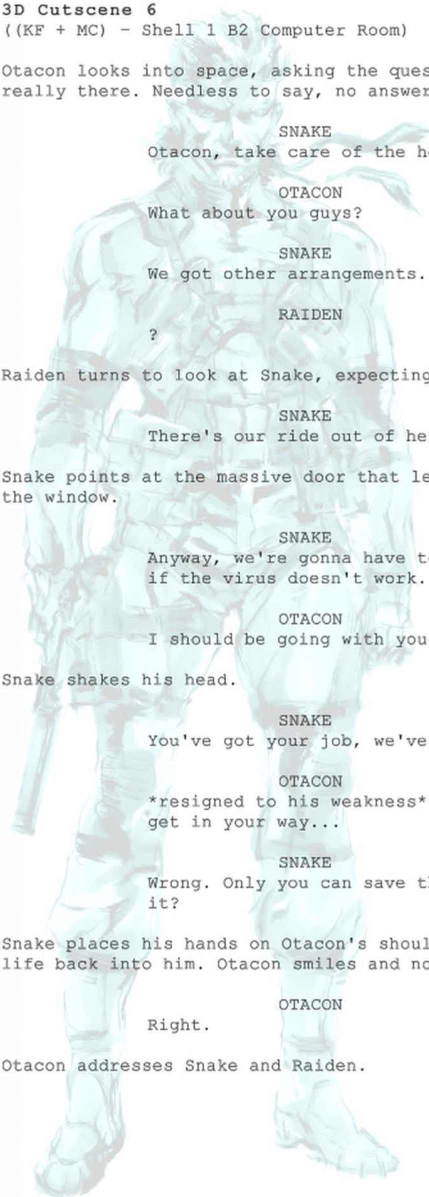
OTACON

... Why, Wolf?

AG Activated 7

3D Cutscene 6

((KF + MC) - Shell 1 B2 Computer Room)



Otacon looks into space, asking the question at someone (Wolf) who isn't really there. Needless to say, no answer comes. Otacon's head drops.

SNAKE
Otacon, take care of the hostages.

OTACON
What about you guys?

SNAKE
We got other arrangements...

RAIDEN
?

Raiden turns to look at Snake, expecting him to elaborate.

SNAKE
There's our ride out of here.

Snake points at the massive door that leads to Arsenal, visible through the window.

SNAKE
Anyway, we're gonna have to sink that thing if the virus doesn't work.

OTACON
I should be going with you.

Snake shakes his head.

SNAKE
You've got your job, we've got ours.

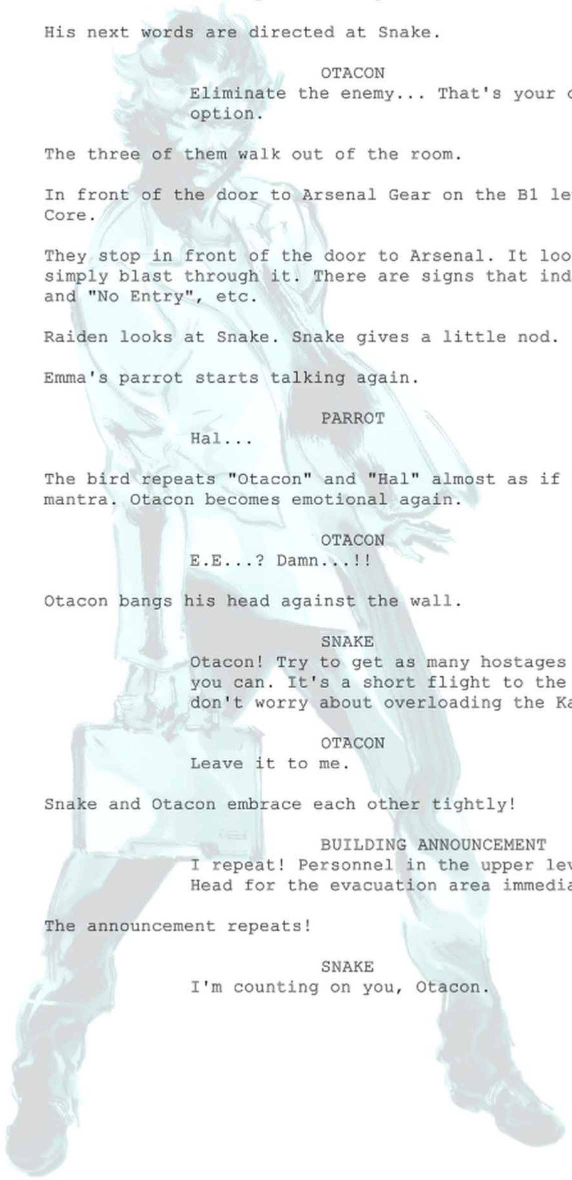
OTACON
resigned to his weakness You mean I'd only get in your way...

SNAKE
Wrong. Only you can save those hostages. Got it?

Snake places his hands on Otacon's shoulders, trying to breathe some life back into him. Otacon smiles and nods.

OTACON
Right.

Otacon addresses Snake and Raiden.



OTACON
Listen. The two of you won't be able to
destroy that thing.

His next words are directed at Snake.

OTACON
Eliminate the enemy... That's your only
option.

The three of them walk out of the room.

In front of the door to Arsenal Gear on the B1 level of the Shell 1 Core.

They stop in front of the door to Arsenal. It looks way too solid to simply blast through it. There are signs that indicate "Arsenal Gear" and "No Entry", etc.

Raiden looks at Snake. Snake gives a little nod.

Emma's parrot starts talking again.

PARROT
Hal...

The bird repeats "Otacon" and "Hal" almost as if it were some sort of mantra. Otacon becomes emotional again.

OTACON
E.E...? Damn...!!

Otacon bangs his head against the wall.

SNAKE
Otacon! Try to get as many hostages out as
you can. It's a short flight to the shore, so
don't worry about overloading the Kamov.

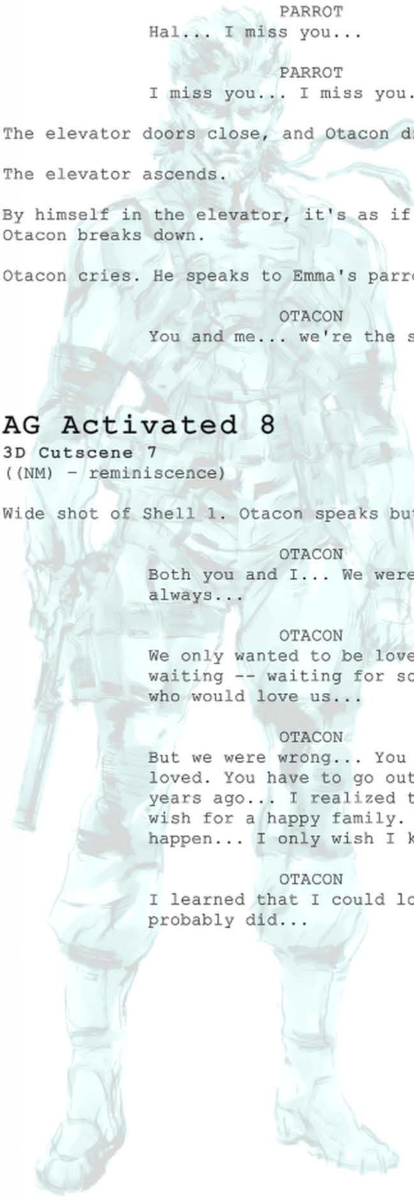
OTACON
Leave it to me.

Snake and Otacon embrace each other tightly!

BUILDING ANNOUNCEMENT
I repeat! Personnel in the upper levels...
Head for the evacuation area immediately.

The announcement repeats!

SNAKE
I'm counting on you, Otacon.



Taking Emma's parrot with him, Otacon heads for the elevator.

PARROT
Hal... I miss you...

PARROT
I miss you... I miss you...

The elevator doors close, and Otacon disappears from view.

The elevator ascends.

By himself in the elevator, it's as if a dam of emotions has burst, and Otacon breaks down.

Otacon cries. He speaks to Emma's parrot as though it's her.

OTACON
You and me... we're the same...

AG Activated 8

3D Cutscene 7
((NM) - reminiscence)

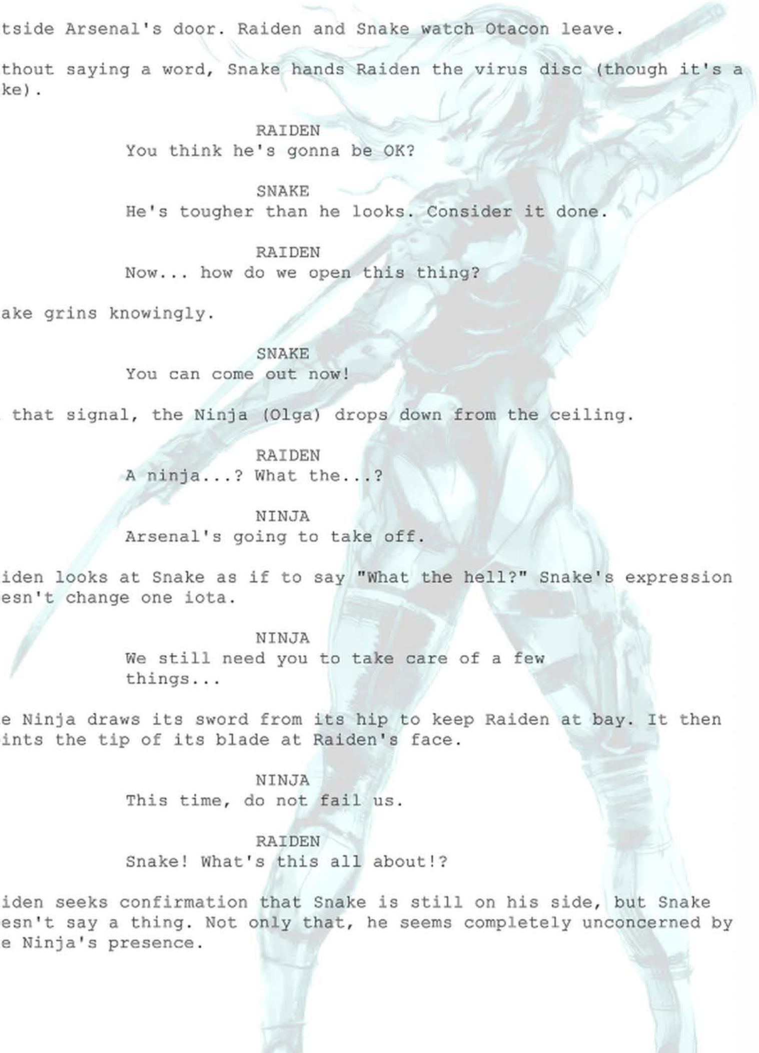
Wide shot of Shell 1. Otacon speaks but does not appear on-screen.

OTACON
Both you and I... We were always alone... always...

OTACON
We only wanted to be loved... we were always waiting -- waiting for somebody... somebody who would love us...

OTACON
But we were wrong... You can't wait to be loved. You have to go out and find it. Four years ago... I realized that you can't just wish for a happy family. You have to make it happen... I only wish I knew that sooner.

OTACON
I learned that I could love... as you probably did...



AG Activated 9

3D Cutscene 8

((MC) - Shell 1 Core B2, In Front of Arsenal Gear Door)

Outside Arsenal's door. Raiden and Snake watch Otacon leave.

Without saying a word, Snake hands Raiden the virus disc (though it's a fake).

RAIDEN
You think he's gonna be OK?

SNAKE
He's tougher than he looks. Consider it done.

RAIDEN
Now... how do we open this thing?

Snake grins knowingly.

SNAKE
You can come out now!

On that signal, the Ninja (Olga) drops down from the ceiling.

RAIDEN
A ninja...? What the...?

NINJA
Arsenal's going to take off.

Raiden looks at Snake as if to say "What the hell?" Snake's expression doesn't change one iota.

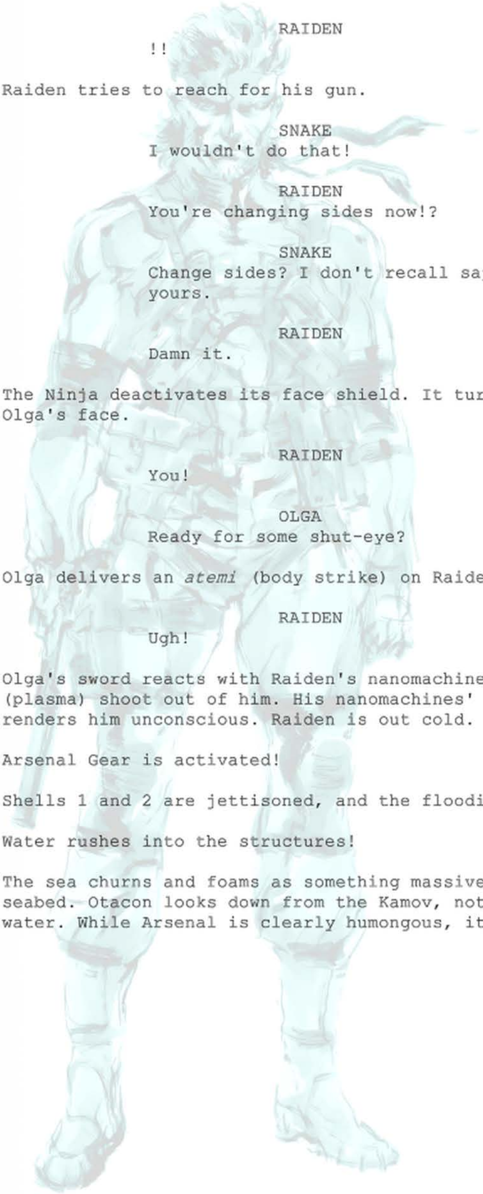
NINJA
We still need you to take care of a few things...

The Ninja draws its sword from its hip to keep Raiden at bay. It then points the tip of its blade at Raiden's face.

NINJA
This time, do not fail us.

RAIDEN
Snake! What's this all about!?

Raiden seeks confirmation that Snake is still on his side, but Snake doesn't say a thing. Not only that, he seems completely unconcerned by the Ninja's presence.



SNAKE
Bed time, Raiden.

RAIDEN
!!

Raiden tries to reach for his gun.

SNAKE
I wouldn't do that!

RAIDEN
You're changing sides now!?

SNAKE
Change sides? I don't recall saying I was on yours.

RAIDEN
Damn it.

The Ninja deactivates its face shield. It turns transparent, revealing Olga's face.

RAIDEN
You!

OLGA
Ready for some shut-eye?

Olga delivers an *atemi* (body strike) on Raiden with her sword.

RAIDEN
Ugh!

Olga's sword reacts with Raiden's nanomachines, and electric arcs (plasma) shoot out of him. His nanomachines' safeguard kicks in, which renders him unconscious. Raiden is out cold.

Arsenal Gear is activated!

Shells 1 and 2 are jettisoned, and the flooding begins!

Water rushes into the structures!

The sea churns and foams as something massive starts to rise from the seabed. Otacon looks down from the Kamov, noticing the changes in the water. While Arsenal is clearly humongous, it is not yet visible.

AG Activated 10

Codec Call 1

(mandatory incoming call from Rose)

The Codec screen fades in.

Only Rose's face appears. Raiden's window is all static.

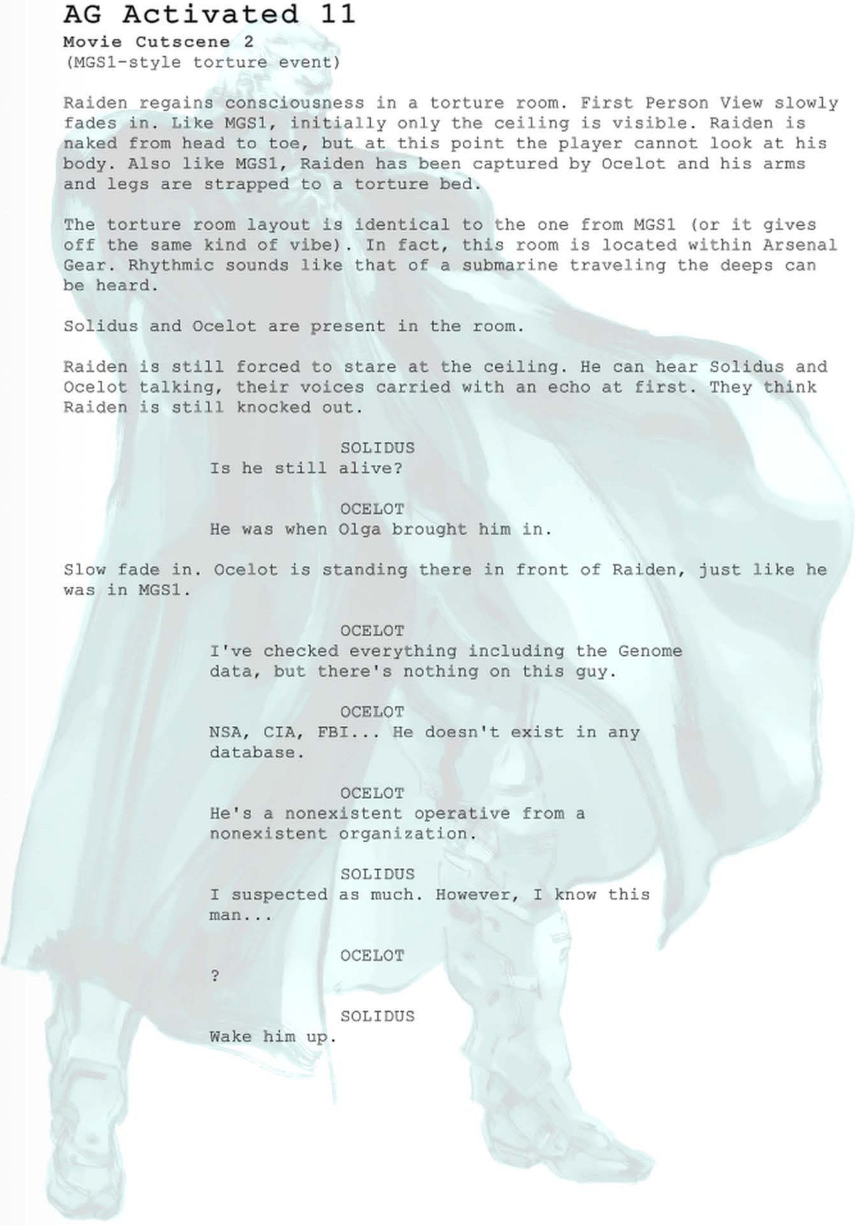
ROSE
Jack? Are you reading me? Do you want to save your mission data up to this point?

The save menu appears.

·SAVE

·DO NOT SAVE

ROSE
Your mission data's been saved.



AG Activated 11

Movie Cutscene 2

(MGS1-style torture event)

Raiden regains consciousness in a torture room. First Person View slowly fades in. Like MGS1, initially only the ceiling is visible. Raiden is naked from head to toe, but at this point the player cannot look at his body. Also like MGS1, Raiden has been captured by Ocelot and his arms and legs are strapped to a torture bed.

The torture room layout is identical to the one from MGS1 (or it gives off the same kind of vibe). In fact, this room is located within Arsenal Gear. Rhythmic sounds like that of a submarine traveling the deeps can be heard.

Solidus and Ocelot are present in the room.

Raiden is still forced to stare at the ceiling. He can hear Solidus and Ocelot talking, their voices carried with an echo at first. They think Raiden is still knocked out.

SOLIDUS
Is he still alive?

OCELOT
He was when Olga brought him in.

Slow fade in. Ocelot is standing there in front of Raiden, just like he was in MGS1.

OCELOT
I've checked everything including the Genome data, but there's nothing on this guy.

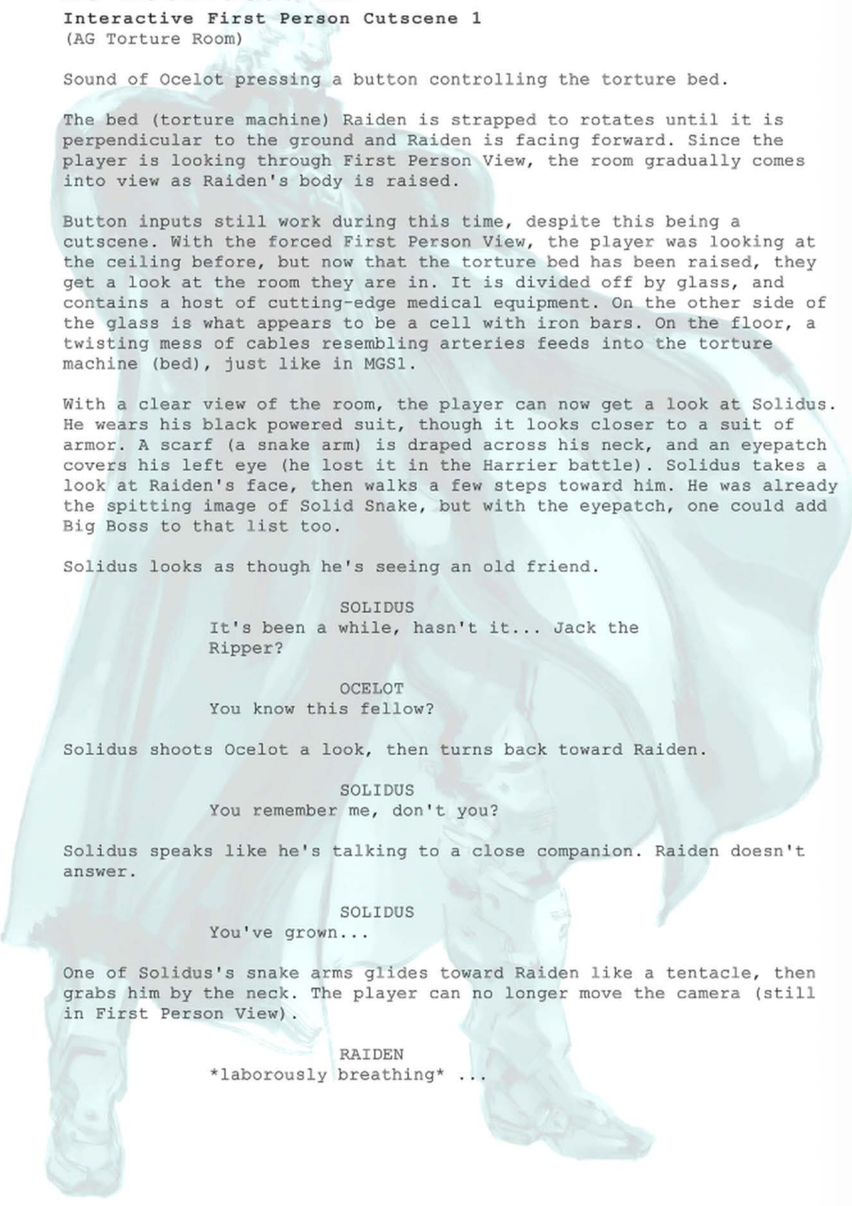
OCELOT
NSA, CIA, FBI... He doesn't exist in any database.

OCELOT
He's a nonexistent operative from a nonexistent organization.

SOLIDUS
I suspected as much. However, I know this man...

OCELOT
?

SOLIDUS
Wake him up.



AG Activated 12

Interactive First Person Cutscene 1

(AG Torture Room)

Sound of Ocelot pressing a button controlling the torture bed.

The bed (torture machine) Raiden is strapped to rotates until it is perpendicular to the ground and Raiden is facing forward. Since the player is looking through First Person View, the room gradually comes into view as Raiden's body is raised.

Button inputs still work during this time, despite this being a cutscene. With the forced First Person View, the player was looking at the ceiling before, but now that the torture bed has been raised, they get a look at the room they are in. It is divided off by glass, and contains a host of cutting-edge medical equipment. On the other side of the glass is what appears to be a cell with iron bars. On the floor, a twisting mess of cables resembling arteries feeds into the torture machine (bed), just like in MGS1.

With a clear view of the room, the player can now get a look at Solidus. He wears his black powered suit, though it looks closer to a suit of armor. A scarf (a snake arm) is draped across his neck, and an eyepatch covers his left eye (he lost it in the Harrier battle). Solidus takes a look at Raiden's face, then walks a few steps toward him. He was already the spitting image of Solid Snake, but with the eyepatch, one could add Big Boss to that list too.

Solidus looks as though he's seeing an old friend.

SOLIDUS
It's been a while, hasn't it... Jack the Ripper?

OCELOT
You know this fellow?

Solidus shoots Ocelot a look, then turns back toward Raiden.

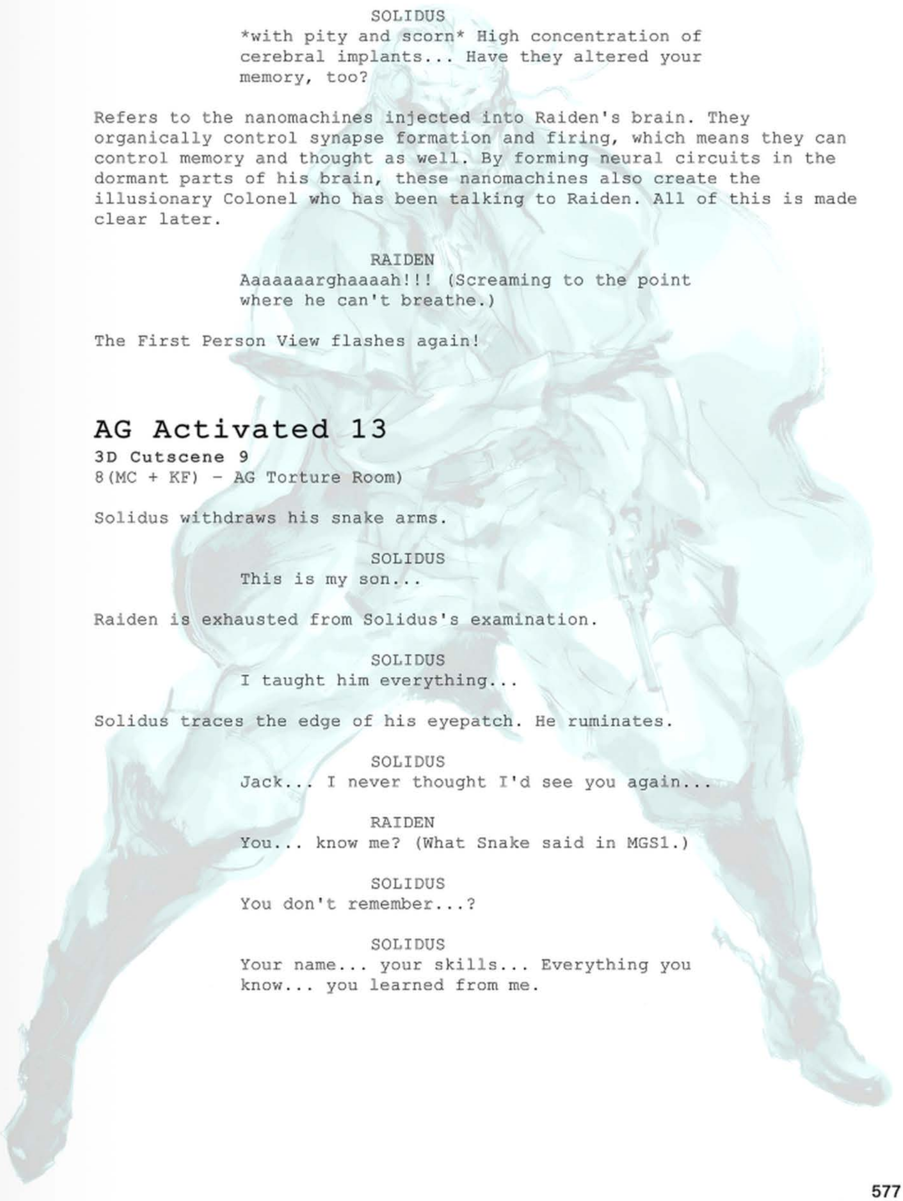
SOLIDUS
You remember me, don't you?

Solidus speaks like he's talking to a close companion. Raiden doesn't answer.

SOLIDUS
You've grown...

One of Solidus's snake arms glides toward Raiden like a tentacle, then grabs him by the neck. The player can no longer move the camera (still in First Person View).

RAIDEN
laboriously breathing ...



Solidus's other snake arm does a quick scan of Raiden's head. The First Person View flashes!

SOLIDUS

with pity and scorn High concentration of cerebral implants... Have they altered your memory, too?

Refers to the nanomachines injected into Raiden's brain. They organically control synapse formation and firing, which means they can control memory and thought as well. By forming neural circuits in the dormant parts of his brain, these nanomachines also create the illusionary Colonel who has been talking to Raiden. All of this is made clear later.

RAIDEN

Aaaaaaarghaaaah!!! (Screaming to the point where he can't breathe.)

The First Person View flashes again!

AG Activated 13

3D Cutscene 9

8(MC + KF) - AG Torture Room)

Solidus withdraws his snake arms.

SOLIDUS

This is my son...

Raiden is exhausted from Solidus's examination.

SOLIDUS

I taught him everything...

Solidus traces the edge of his eyepatch. He ruminates.

SOLIDUS

Jack... I never thought I'd see you again...

RAIDEN

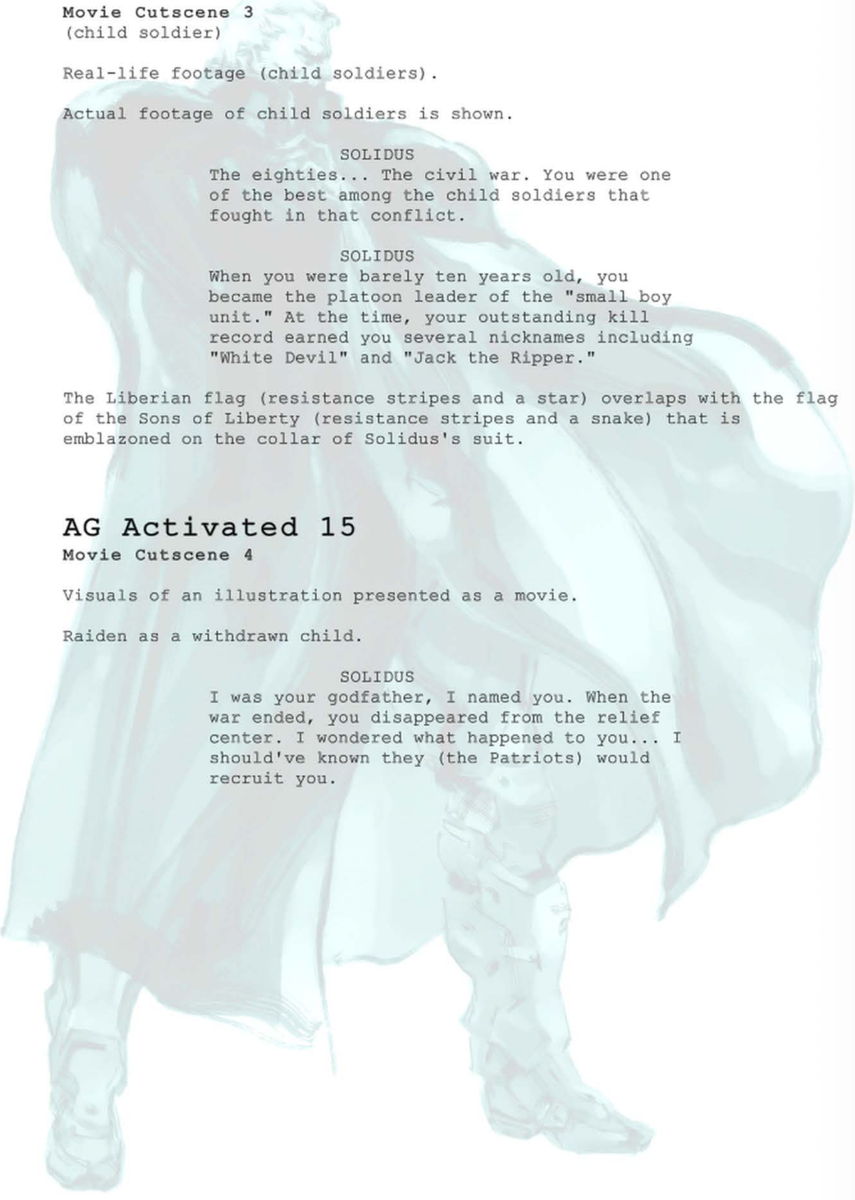
You... know me? (What Snake said in MGS1.)

SOLIDUS

You don't remember...?

SOLIDUS

Your name... your skills... Everything you know... you learned from me.



AG Activated 14

Movie Cutscene 3

(child soldier)

Real-life footage (child soldiers).

Actual footage of child soldiers is shown.

SOLIDUS

The eighties... The civil war. You were one of the best among the child soldiers that fought in that conflict.

SOLIDUS

When you were barely ten years old, you became the platoon leader of the "small boy unit." At the time, your outstanding kill record earned you several nicknames including "White Devil" and "Jack the Ripper."

The Liberian flag (resistance stripes and a star) overlaps with the flag of the Sons of Liberty (resistance stripes and a snake) that is emblazoned on the collar of Solidus's suit.

AG Activated 15

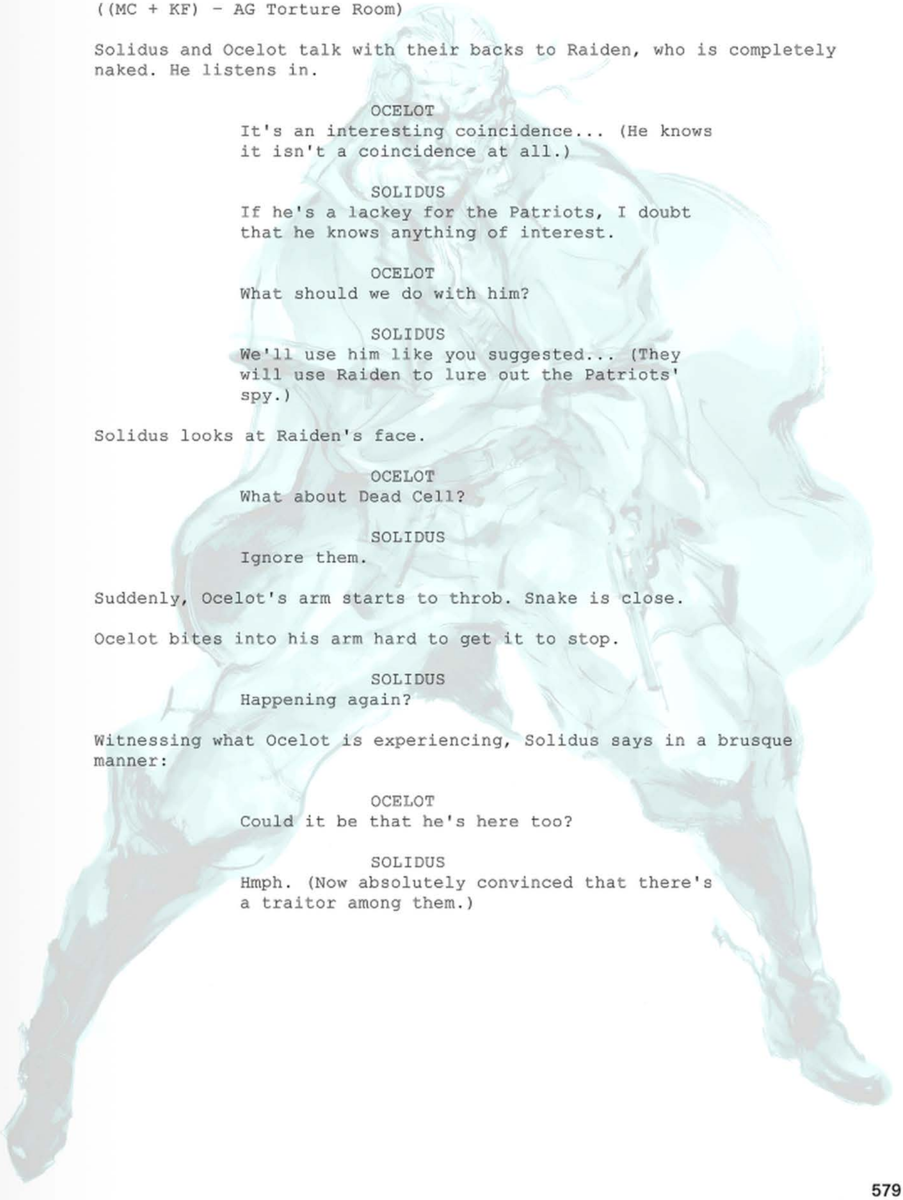
Movie Cutscene 4

Visuals of an illustration presented as a movie.

Raiden as a withdrawn child.

SOLIDUS

I was your godfather, I named you. When the war ended, you disappeared from the relief center. I wondered what happened to you... I should've known they (the Patriots) would recruit you.



AG Activated 16

3D Cutscene 10

((MC + KF) - AG Torture Room)

Solidus and Ocelot talk with their backs to Raiden, who is completely naked. He listens in.

OCELOT
It's an interesting coincidence... (He knows it isn't a coincidence at all.)

SOLIDUS
If he's a lackey for the Patriots, I doubt that he knows anything of interest.

OCELOT
What should we do with him?

SOLIDUS
We'll use him like you suggested... (They will use Raiden to lure out the Patriots' spy.)

Solidus looks at Raiden's face.

OCELOT
What about Dead Cell?

SOLIDUS
Ignore them.

Suddenly, Ocelot's arm starts to throb. Snake is close.

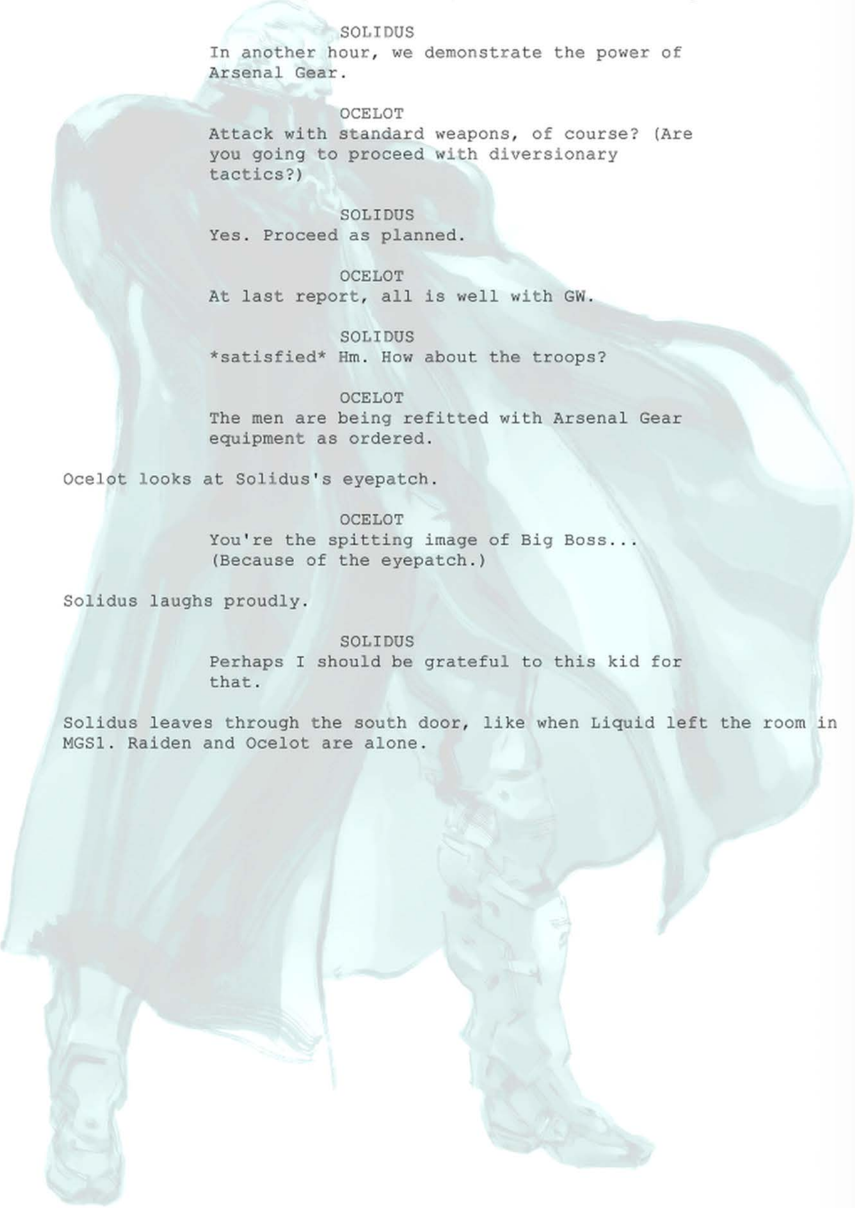
Ocelot bites into his arm hard to get it to stop.

SOLIDUS
Happening again?

Witnessing what Ocelot is experiencing, Solidus says in a brusque manner:

OCELOT
Could it be that he's here too?

SOLIDUS
Hmph. (Now absolutely convinced that there's a traitor among them.)



After Solidus's meaningful utterance, Ocelot starts walking.

SOLIDUS
In another hour, we demonstrate the power of Arsenal Gear.

OCELOT
Attack with standard weapons, of course? (Are you going to proceed with diversionary tactics?)

SOLIDUS
Yes. Proceed as planned.

OCELOT
At last report, all is well with GW.

SOLIDUS
satisfied Hm. How about the troops?

OCELOT
The men are being refitted with Arsenal Gear equipment as ordered.

Ocelot looks at Solidus's eyepatch.

OCELOT
You're the spitting image of Big Boss...
(Because of the eyepatch.)

Solidus laughs proudly.

SOLIDUS
Perhaps I should be grateful to this kid for that.

Solidus leaves through the south door, like when Liquid left the room in MGS1. Raiden and Ocelot are alone.

AG Activated 17

3D Cutscene 11

((MC + KF) - AG Torture Room)

Ocelot walks up to Raiden.

OCELOT
This situation... I find it very...
nostalgic.

RAIDEN
Where am I?

Raiden is managing to regain his strength.

OCELOT
Why inside Arsenal Gear, of course.

Ocelot looks up at the ceiling. Arsenal is currently traveling underwater.

OCELOT
Actually, we're also inside the memory of
Shadow Moses.

Ocelot looks at Raiden's naked body. He takes out the optical disc from his pocket, then holds it up so Raiden can see it.

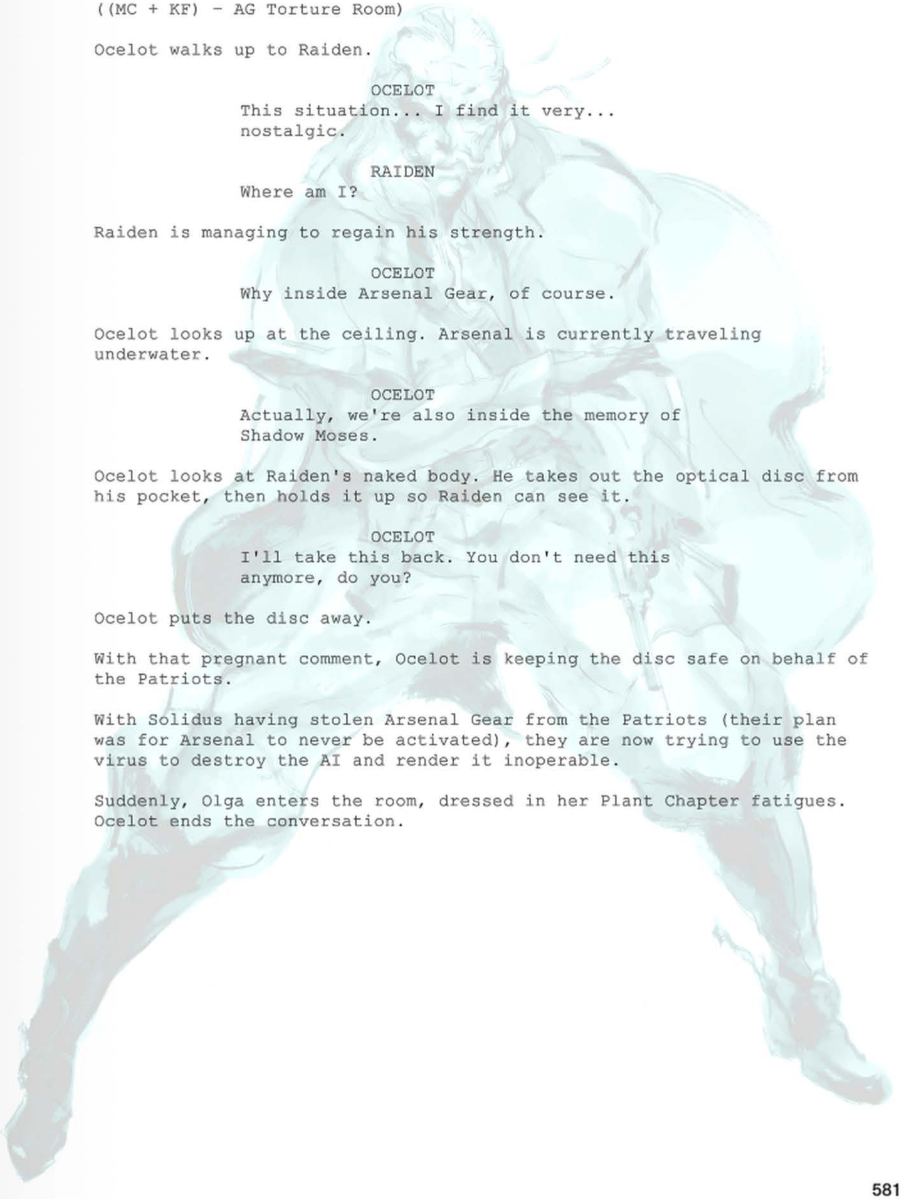
OCELOT
I'll take this back. You don't need this
anymore, do you?

Ocelot puts the disc away.

With that pregnant comment, Ocelot is keeping the disc safe on behalf of the Patriots.

With Solidus having stolen Arsenal Gear from the Patriots (their plan was for Arsenal to never be activated), they are now trying to use the virus to destroy the AI and render it inoperable.

Suddenly, Olga enters the room, dressed in her Plant Chapter fatigues. Ocelot ends the conversation.



OCELOT
A foul wind is blowing... We shall speak again.

Olga and Ocelot don't get along. She has no idea that Ocelot is actually a minion of the Patriots. Ocelot leaves the room.

Raiden glares at Olga.

OLGA
Don't move...

After cautioning Raiden in a hushed voice, Olga checks the area.

OLGA
Stay as you are...

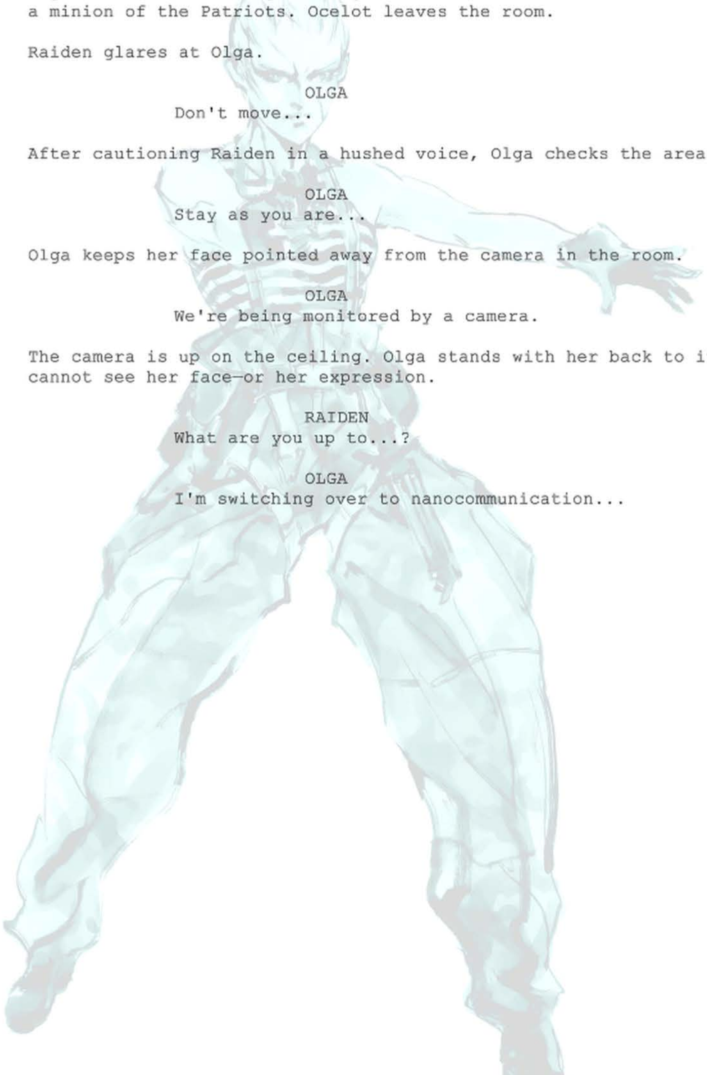
Olga keeps her face pointed away from the camera in the room.

OLGA
We're being monitored by a camera.

The camera is up on the ceiling. Olga stands with her back to it. It cannot see her face—or her expression.

RAIDEN
What are you up to...?

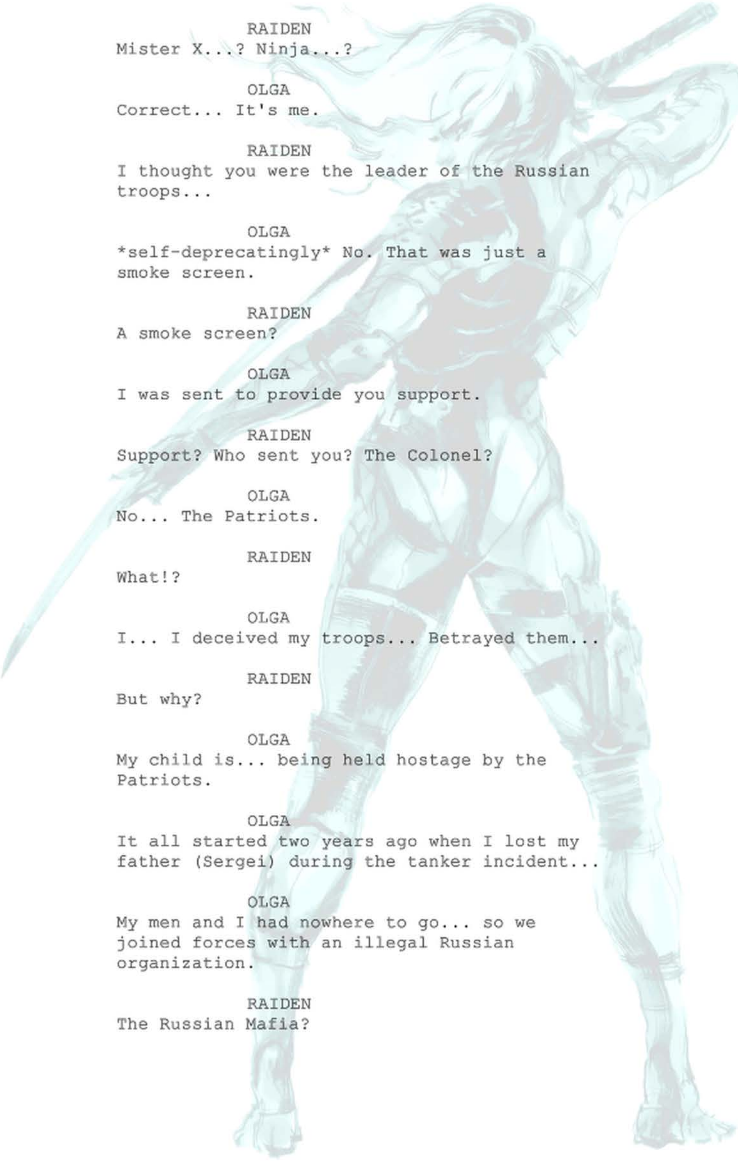
OLGA
I'm switching over to nanocommunication...



AG Activated 18

Codec Call 2

(internal communication with Olga)



RAIDEN
Mister X...? Ninja...?

OLGA
Correct... It's me.

RAIDEN
I thought you were the leader of the Russian troops...

OLGA
self-deprecatingly No. That was just a smoke screen.

RAIDEN
A smoke screen?

OLGA
I was sent to provide you support.

RAIDEN
Support? Who sent you? The Colonel?

OLGA
No... The Patriots.

RAIDEN
What!?

OLGA
I... I deceived my troops... Betrayed them...

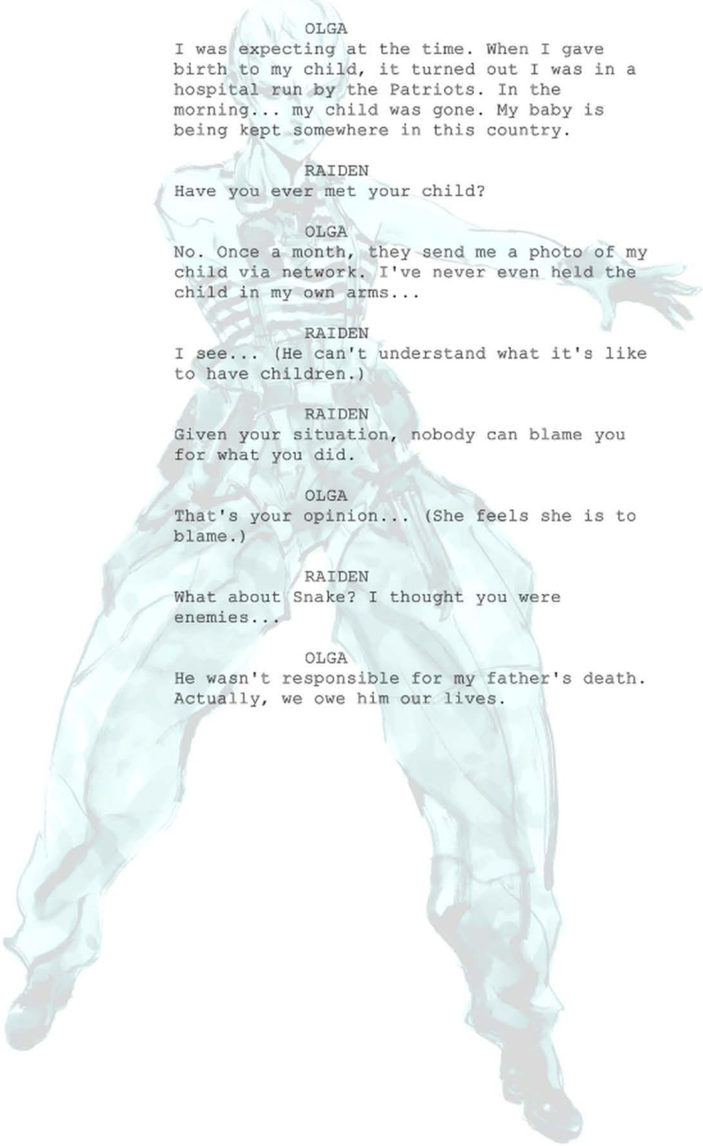
RAIDEN
But why?

OLGA
My child is... being held hostage by the Patriots.

OLGA
It all started two years ago when I lost my father (Sergei) during the tanker incident...

OLGA
My men and I had nowhere to go... so we joined forces with an illegal Russian organization.

RAIDEN
The Russian Mafia?



OLGA
Something like that. Actually, I learned much later that it was a subordinate organization of the Patriots.

OLGA
I was expecting at the time. When I gave birth to my child, it turned out I was in a hospital run by the Patriots. In the morning... my child was gone. My baby is being kept somewhere in this country.

RAIDEN
Have you ever met your child?

OLGA
No. Once a month, they send me a photo of my child via network. I've never even held the child in my own arms...

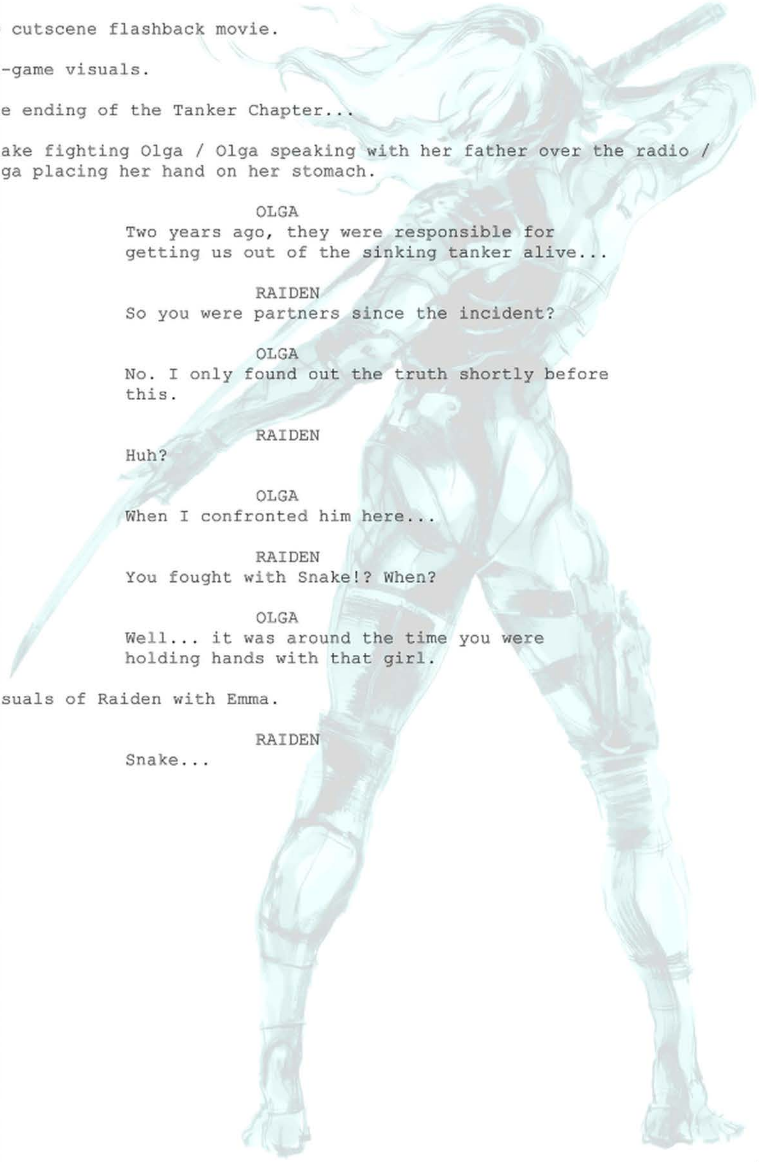
RAIDEN
I see... (He can't understand what it's like to have children.)

RAIDEN
Given your situation, nobody can blame you for what you did.

OLGA
That's your opinion... (She feels she is to blame.)

RAIDEN
What about Snake? I thought you were enemies...

OLGA
He wasn't responsible for my father's death. Actually, we owe him our lives.



AG Activated 19

Movie Cutscene 5
(flashback)

3D cutscene flashback movie.

In-game visuals.

The ending of the Tanker Chapter...

Snake fighting Olga / Olga speaking with her father over the radio / Olga placing her hand on her stomach.

OLGA
Two years ago, they were responsible for getting us out of the sinking tanker alive...

RAIDEN
So you were partners since the incident?

OLGA
No. I only found out the truth shortly before this.

RAIDEN
Huh?

OLGA
When I confronted him here...

RAIDEN
You fought with Snake!? When?

OLGA
Well... it was around the time you were holding hands with that girl.

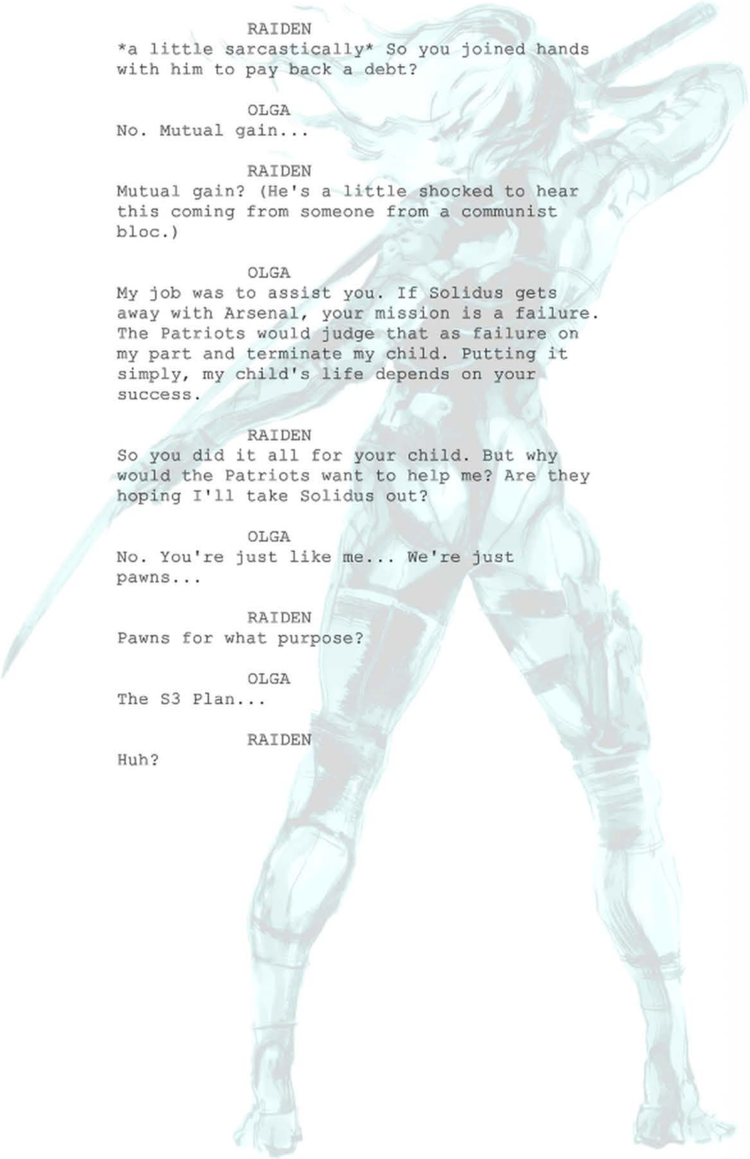
Visuals of Raiden with Emma.

RAIDEN
Snake...

AG Activated 20

Codec Call 3

(internal communication with Olga)



RAIDEN

a little sarcastically So you joined hands with him to pay back a debt?

OLGA

No. Mutual gain...

RAIDEN

Mutual gain? (He's a little shocked to hear this coming from someone from a communist bloc.)

OLGA

My job was to assist you. If Solidus gets away with Arsenal, your mission is a failure. The Patriots would judge that as failure on my part and terminate my child. Putting it simply, my child's life depends on your success.

RAIDEN

So you did it all for your child. But why would the Patriots want to help me? Are they hoping I'll take Solidus out?

OLGA

No. You're just like me... We're just pawns...

RAIDEN

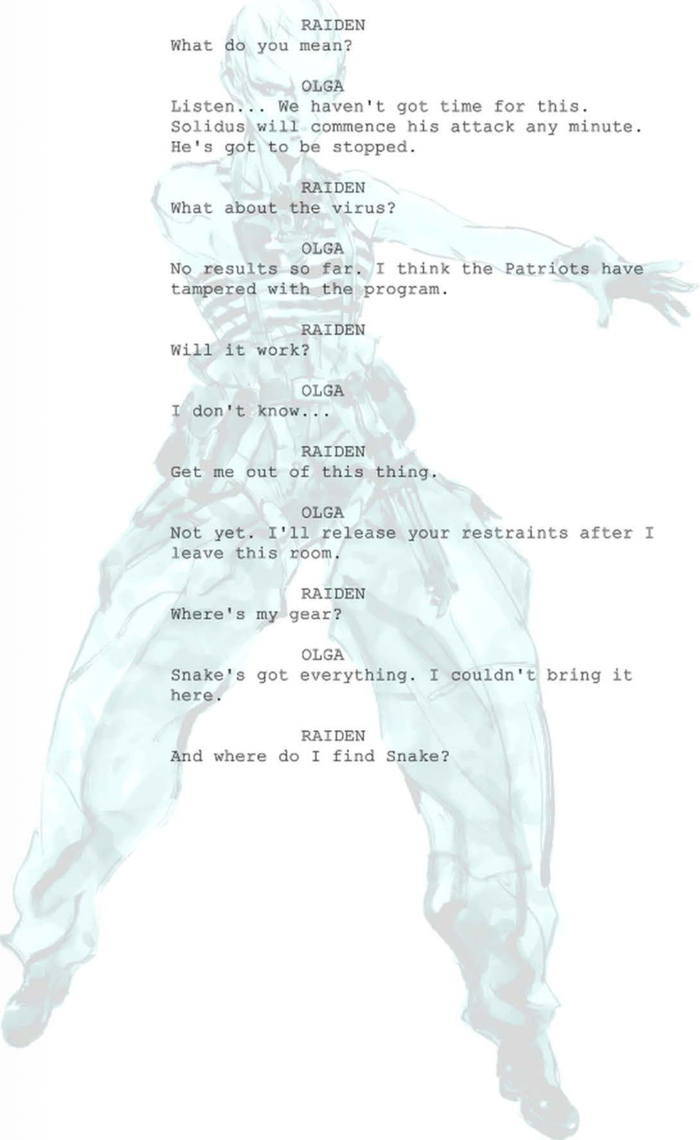
Pawns for what purpose?

OLGA

The S3 Plan...

RAIDEN

Huh?



OLGA
You'll figure it out sooner or later -- but I wonder if you'll handle the truth? (She's talking about Rose.)

RAIDEN
What do you mean?

OLGA
Listen... We haven't got time for this. Solidus will commence his attack any minute. He's got to be stopped.

RAIDEN
What about the virus?

OLGA
No results so far. I think the Patriots have tampered with the program.

RAIDEN
Will it work?

OLGA
I don't know...

RAIDEN
Get me out of this thing.

OLGA
Not yet. I'll release your restraints after I leave this room.

RAIDEN
Where's my gear?

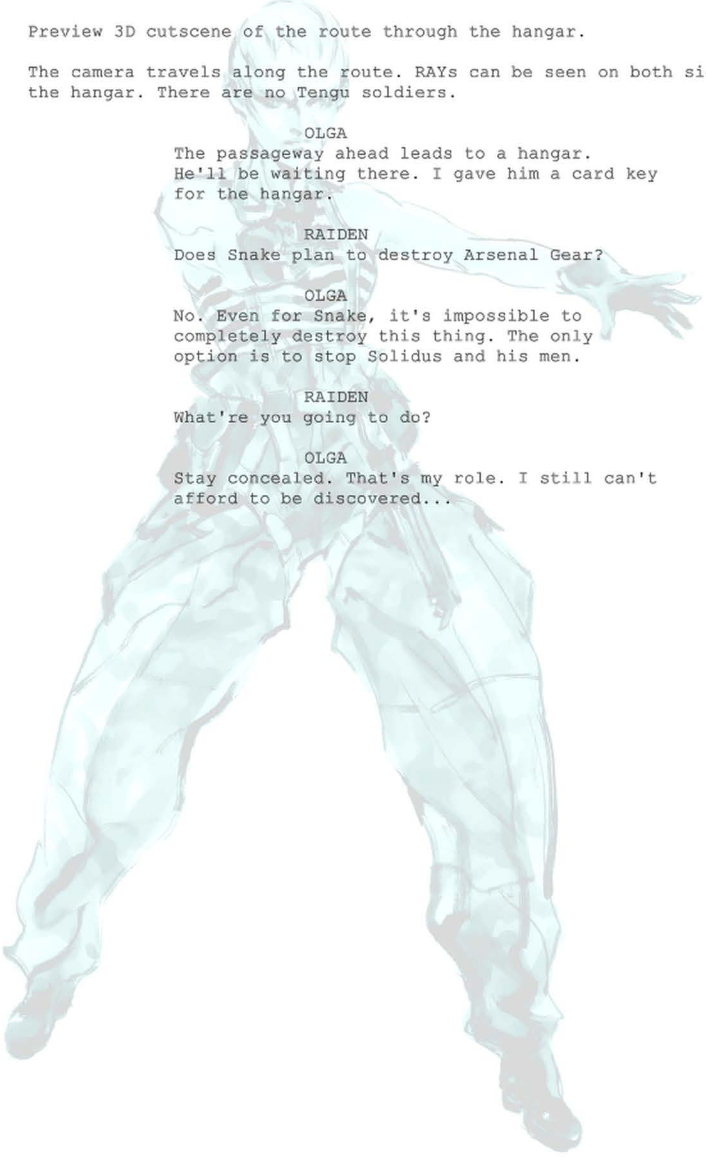
OLGA
Snake's got everything. I couldn't bring it here.

RAIDEN
And where do I find Snake?

AG Activated 21

3D Cutscene 12

((NM: hangar route) - AG Hangar)



Preview 3D cutscene of the route through the hangar.

The camera travels along the route. RAYs can be seen on both sides of the hangar. There are no Tengu soldiers.

OLGA
The passageway ahead leads to a hangar. He'll be waiting there. I gave him a card key for the hangar.

RAIDEN
Does Snake plan to destroy Arsenal Gear?

OLGA
No. Even for Snake, it's impossible to completely destroy this thing. The only option is to stop Solidus and his men.

RAIDEN
What're you going to do?

OLGA
Stay concealed. That's my role. I still can't afford to be discovered...

AG Activated 22

Interactive First Person Cutscene 2

(AG Torture Room)

Back to First Person View in the torture room. All the player can do is move the camera up, down, left, and right. The surveillance camera is positioned at the front of the room.

RAIDEN

Olga, you can't keep this up -- they're bound to find you.

Olga's demeanor changes suddenly when she hears the words "they're bound to find you."

OLGA

Listen... I'll free you in a little while.

OLGA

Brace yourself.

Olga delivers a fierce punch to Raiden's gut as she leaves.

RAIDEN

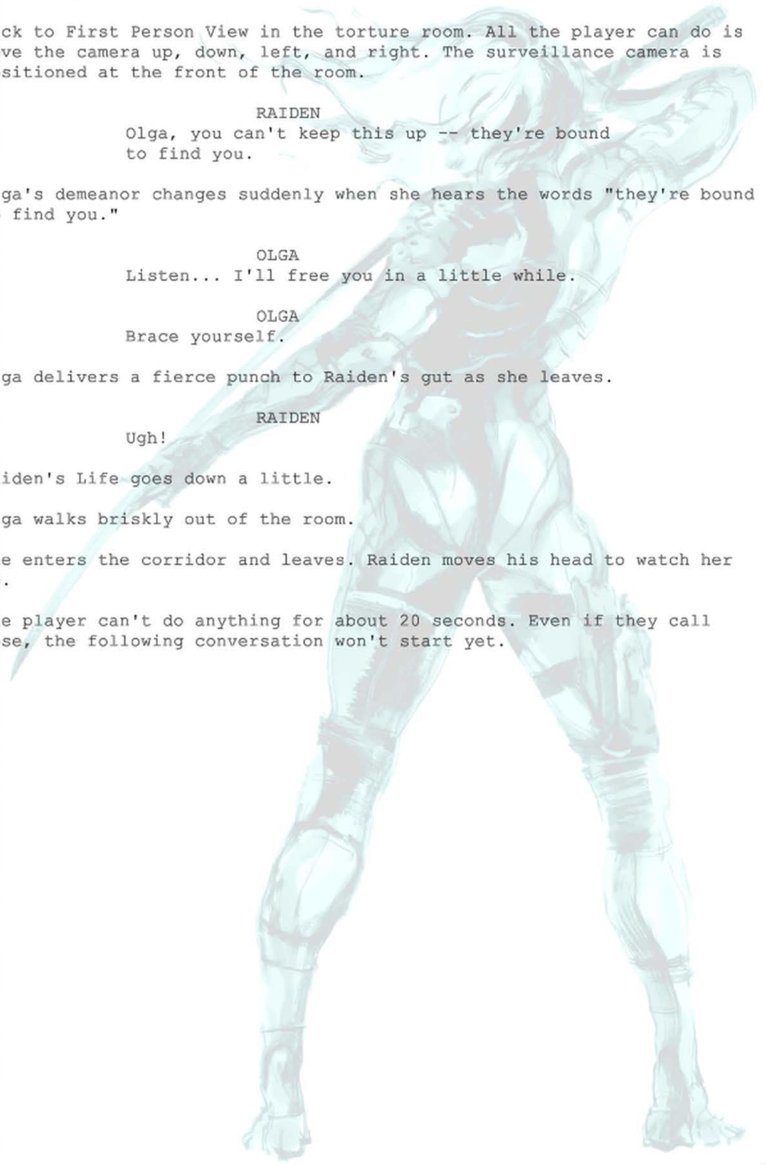
Ugh!

Raiden's Life goes down a little.

Olga walks briskly out of the room.

She enters the corridor and leaves. Raiden moves his head to watch her go.

The player can't do anything for about 20 seconds. Even if they call Rose, the following conversation won't start yet.



AG Activated 23

Codec Call 4

(mandatory incoming call from Rose)

ROSE
Jack, are you all right?

RAIDEN
Oh, y-yeah. (It's awkward because his past has been exposed.)

ROSE
Jack, is it true? What Solidus said?

RAIDEN
... Yes.

ROSE
It's unbelievable... Drafting small children (under 15), sending them to war -- it's not allowed under international conventions.

RAIDEN
ICC rules don't mean a lot in war. Someone told me that there are over three hundred thousand children (under 18) in combat right now. I was just one of them...

ROSE
So you remember? I thought your memory had been... manipulated by them.

RAIDEN
It was -- but I have nightmares every day, pieces of the past I can't put together...

ROSE
Why didn't you tell me?

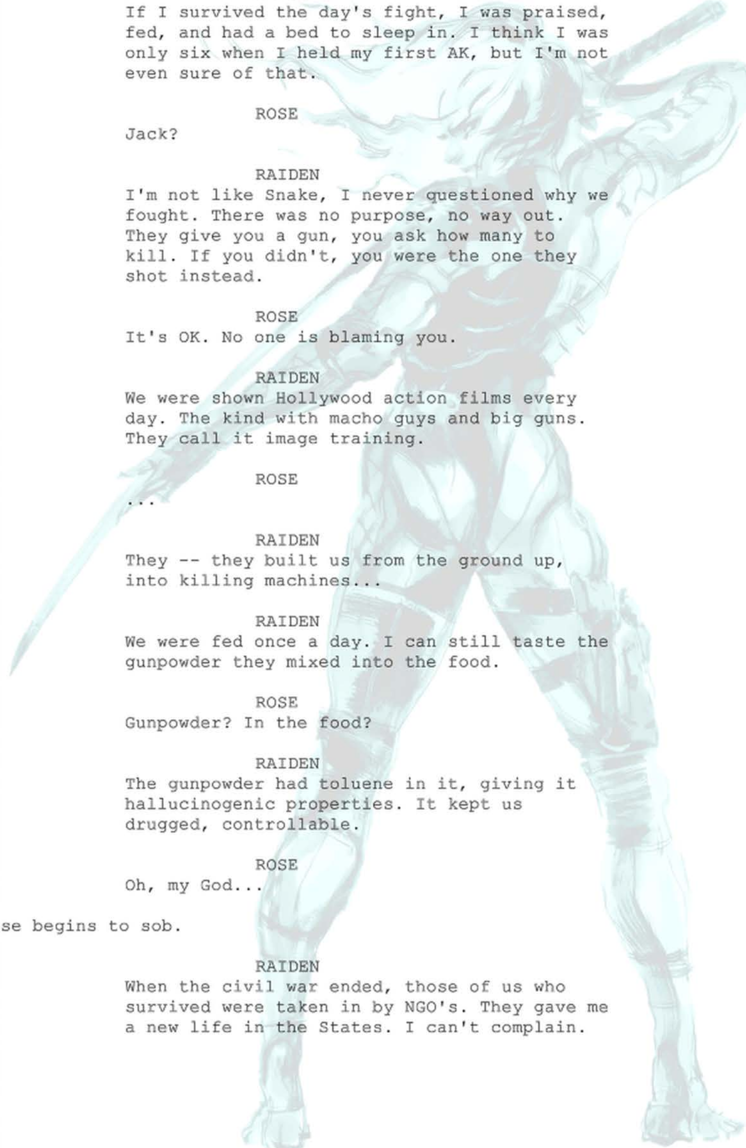
RAIDEN
You couldn't begin to understand.

ROSE
You wouldn't know that until you try me.

RAIDEN
I didn't want you to get hurt. (Actually he just didn't want to get hurt.)

ROSE
...

RAIDEN
There was never a real reason for me to fight, except that someone put a gun in my hand. And that someone was him (Solidus)...



ROSE
It wasn't your fault.

RAIDEN
If I survived the day's fight, I was praised, fed, and had a bed to sleep in. I think I was only six when I held my first AK, but I'm not even sure of that.

ROSE
Jack?

RAIDEN
I'm not like Snake, I never questioned why we fought. There was no purpose, no way out. They give you a gun, you ask how many to kill. If you didn't, you were the one they shot instead.

ROSE
It's OK. No one is blaming you.

RAIDEN
We were shown Hollywood action films every day. The kind with macho guys and big guns. They call it image training.

ROSE
...

RAIDEN
They -- they built us from the ground up, into killing machines...

RAIDEN
We were fed once a day. I can still taste the gunpowder they mixed into the food.

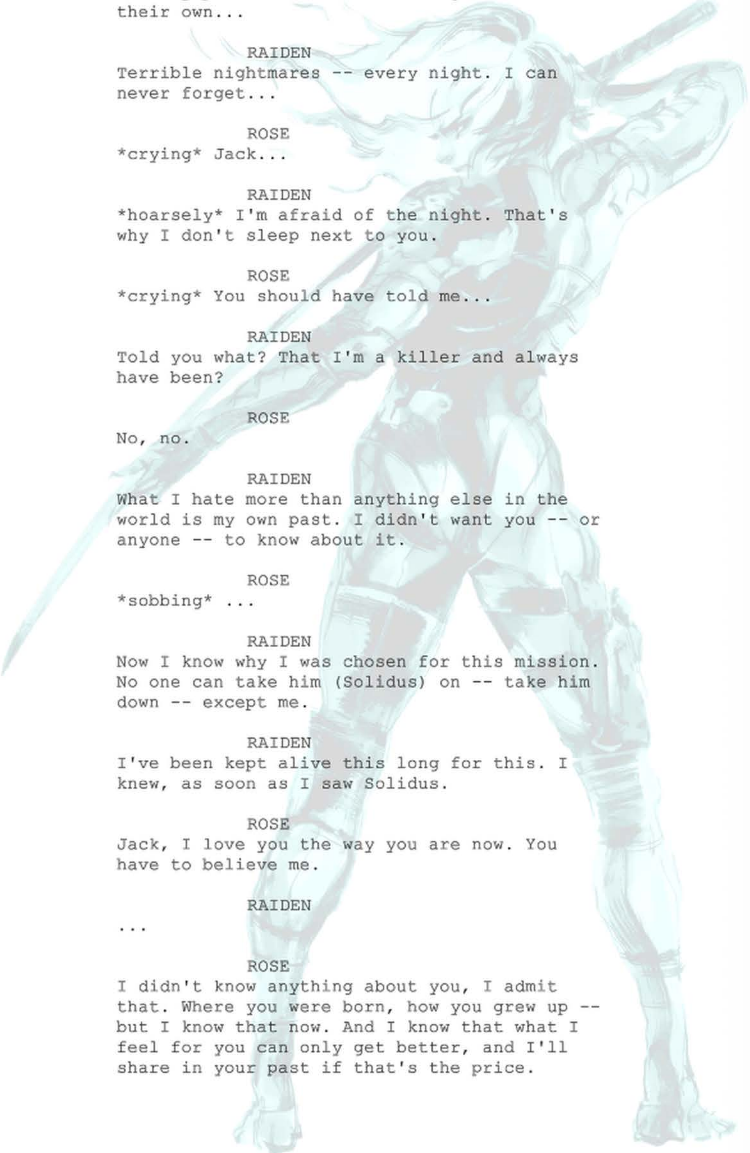
ROSE
Gunpowder? In the food?

RAIDEN
The gunpowder had toluene in it, giving it hallucinogenic properties. It kept us drugged, controllable.

ROSE
Oh, my God...

Rose begins to sob.

RAIDEN
When the civil war ended, those of us who survived were taken in by NGO's. They gave me a new life in the States. I can't complain.



RAIDEN
sounds like he's going to cry But nothing's changed. The only people who have no problem with my past have secrets and agendas of their own...

RAIDEN
Terrible nightmares -- every night. I can never forget...

ROSE
crying Jack...

RAIDEN
hoarsely I'm afraid of the night. That's why I don't sleep next to you.

ROSE
crying You should have told me...

RAIDEN
Told you what? That I'm a killer and always have been?

ROSE
No, no.

RAIDEN
What I hate more than anything else in the world is my own past. I didn't want you -- or anyone -- to know about it.

ROSE
sobbing ...

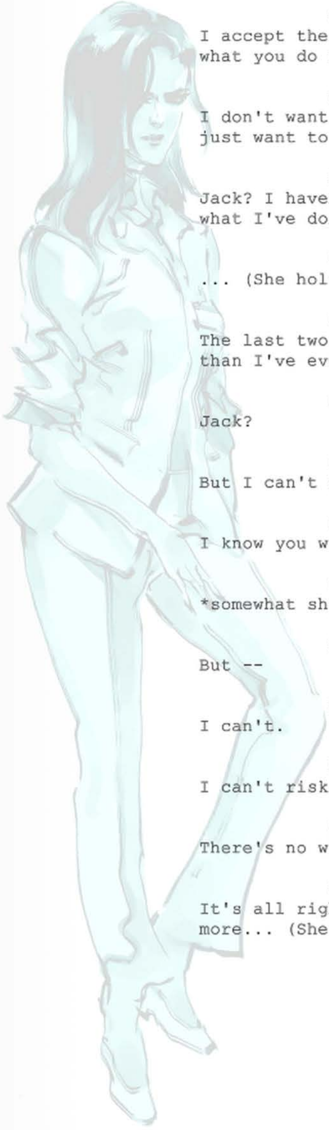
RAIDEN
Now I know why I was chosen for this mission. No one can take him (Solidus) on -- take him down -- except me.

RAIDEN
I've been kept alive this long for this. I knew, as soon as I saw Solidus.

ROSE
Jack, I love you the way you are now. You have to believe me.

RAIDEN
...

ROSE
I didn't know anything about you, I admit that. Where you were born, how you grew up -- but I know that now. And I know that what I feel for you can only get better, and I'll share in your past if that's the price.



RAIDEN
It doesn't work that way. No one can share the burden of what I've done. It's not one of those warm and fuzzy things couples share.

ROSE
I accept the good and the bad, Jack. That's what you do for someone you love.

RAIDEN
I don't want to share my past with anyone. I just want to forget about it.

ROSE
Jack? I haven't told you -- you know, about what I've done... (She can't tell him yet.)

ROSE
... (She holds back her words.)

RAIDEN
The last two years with you -- it's been more than I've ever hoped for.

ROSE
Jack?

RAIDEN
But I can't go any farther.

RAIDEN
I know you want to get married.

ROSE
somewhat shyly I --

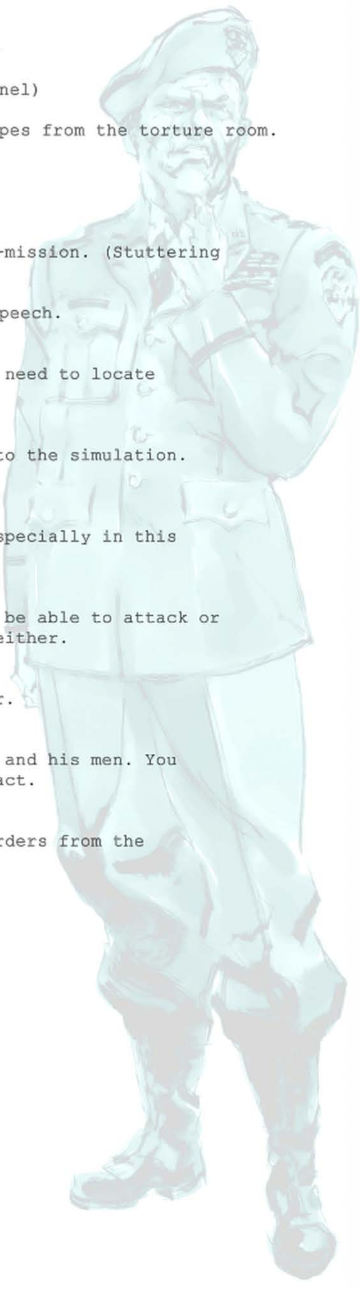
RAIDEN
But --

RAIDEN
I can't.

RAIDEN
I can't risk starting a family.

RAIDEN
There's no way to erase my childhood.

ROSE
It's all right, Jack. Please, don't say any more... (She's pregnant.)



Torture Room Escape 1

Codec Call 1

(mandatory incoming call from the Colonel)

The Colonel calls Raiden after he escapes from the torture room.

COLONEL
Raiden, do you copy?

COLONEL
You must continue your m-mission. (Stuttering like he's rapping.)

Something is off about the Colonel's speech.

RAIDEN
I've lost all my gear. I need to locate Snake.

COLONEL
He was never factored into the simulation. Leave him out of this.

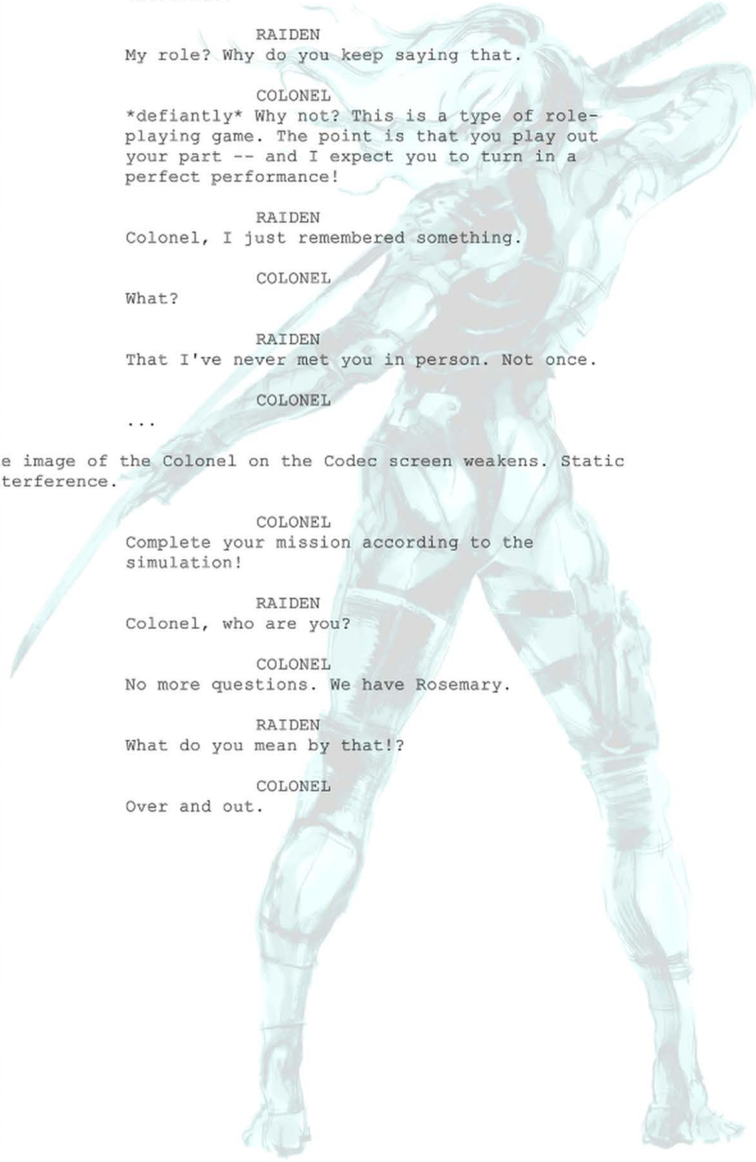
RAIDEN
I can't do much naked, especially in this temperature.

COLONEL
That's true -- you won't be able to attack or enter the Hanging mode, either.

RAIDEN
I think Snake has my gear.

COLONEL
Raiden, take out Solidus and his men. You must recover Arsenal intact.

RAIDEN
Colonel, are you under orders from the Patriots?



COLONEL

Your role -- that is, mission -- is to infiltrate the structure and disarm the terrorists --

RAIDEN

My role? Why do you keep saying that.

COLONEL

defiantly Why not? This is a type of role-playing game. The point is that you play out your part -- and I expect you to turn in a perfect performance!

RAIDEN

Colonel, I just remembered something.

COLONEL

What?

RAIDEN

That I've never met you in person. Not once.

COLONEL

...

The image of the Colonel on the Codec screen weakens. Static interference.

COLONEL

Complete your mission according to the simulation!

RAIDEN

Colonel, who are you?

COLONEL

No more questions. We have Rosemary.

RAIDEN

What do you mean by that!?

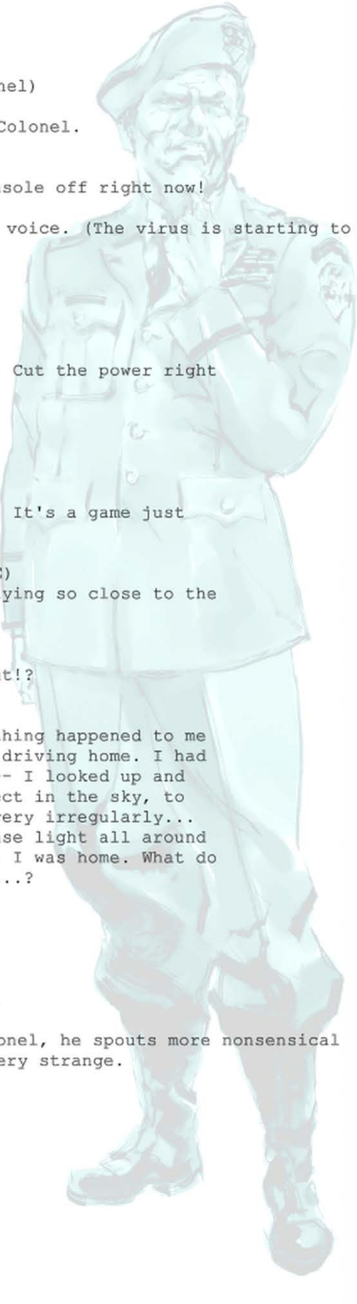
COLONEL

Over and out.

Crazy Colonel 1

Codec Call 1

(mandatory incoming call from the Colonel)



Raiden receives another call from the Colonel.

COLONEL
Raiden, turn the game console off right now!

Add an effects filter to the Colonel's voice. (The virus is starting to take effect.)

RAIDEN
What did you say?

COLONEL
The mission is a failure! Cut the power right now!

RAIDEN
What's wrong with you?

COLONEL
Don't worry, it's a game! It's a game just like usual.

COLONEL (ROSE)
You'll ruin your eyes playing so close to the TV. (Mimicking a mother.)

RAIDEN
What are you talking about!?

COLONEL
seriously Raiden, something happened to me last Thursday when I was driving home. I had a couple of miles to go -- I looked up and saw a glowing orange object in the sky, to the east! It was moving very irregularly... Suddenly, there was intense light all around me -- and when I came to, I was home. What do you think happened to me...?

RAIDEN
Huh?

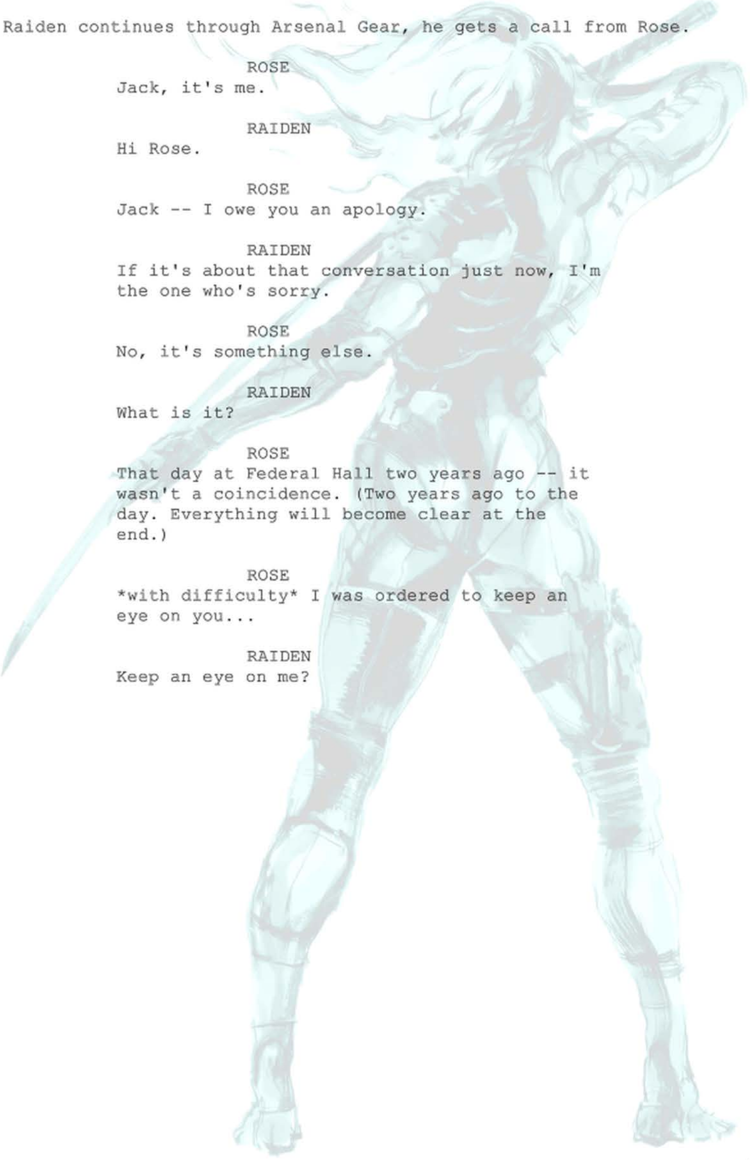
COLONEL
hurt Fine, forget it...

The call ends. If Raiden calls the Colonel, he spouts more nonsensical lines. His behavior has become very, very strange.

Passageway A 1

Codec Call 1

(optional incoming call from Rose)



As Raiden continues through Arsenal Gear, he gets a call from Rose.

ROSE
Jack, it's me.

RAIDEN
Hi Rose.

ROSE
Jack -- I owe you an apology.

RAIDEN
If it's about that conversation just now, I'm the one who's sorry.

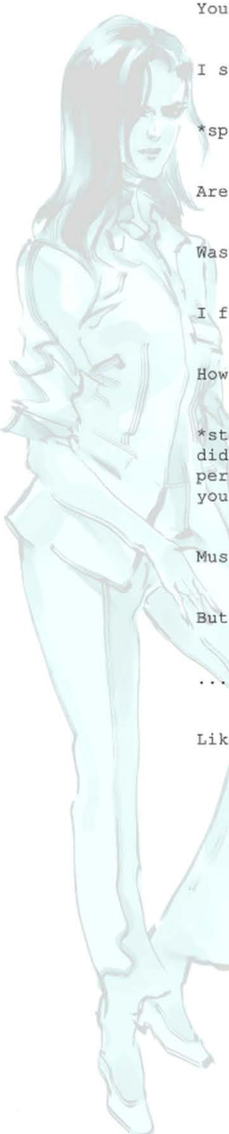
ROSE
No, it's something else.

RAIDEN
What is it?

ROSE
That day at Federal Hall two years ago -- it wasn't a coincidence. (Two years ago to the day. Everything will become clear at the end.)

ROSE
with difficulty I was ordered to keep an eye on you...

RAIDEN
Keep an eye on me?



ROSE
Yes -- by the Patriots.

RAIDEN
You're a spy.

ROSE
I suppose. Yes. It's an ugly word.

RAIDEN
speechless ...

ROSE
Are you still there?

RAIDEN
Was sleeping with me a part of the job?

ROSE
I fell in love with you...

RAIDEN
How could anyone --

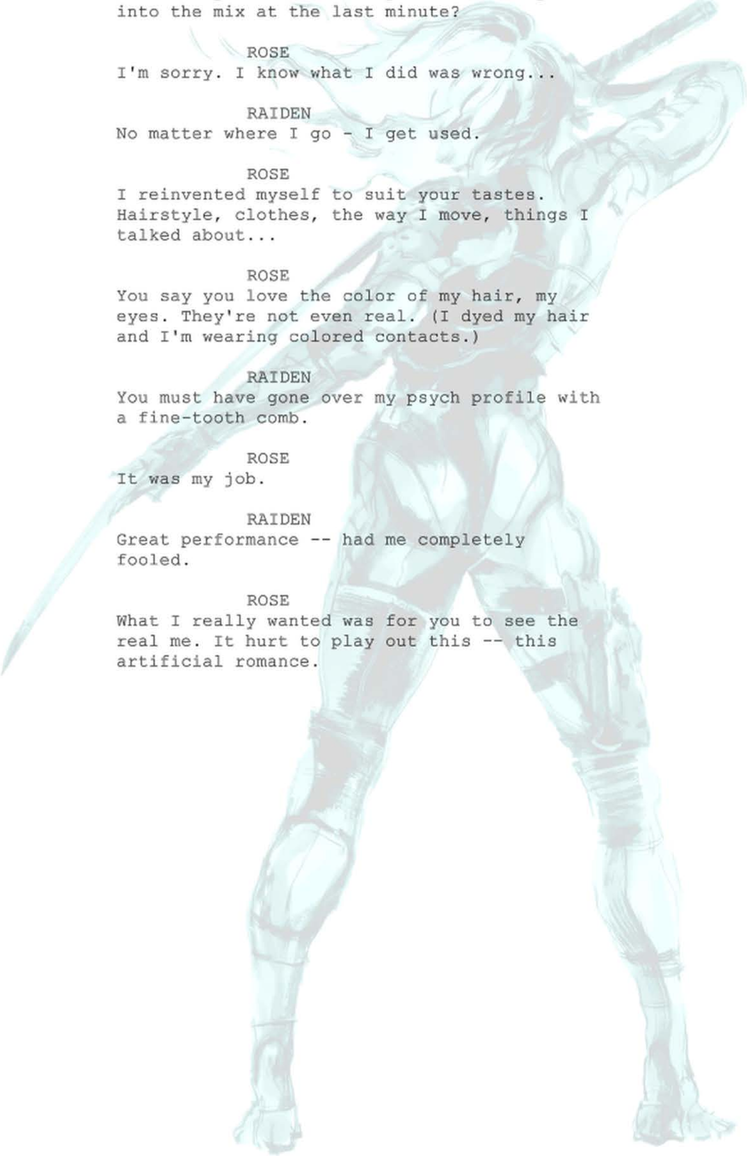
ROSE
strongly disavowingly I can't excuse what I did. I've reported every detail of your personal life to them these two years. What you did, said, everything...

RAIDEN
Must've been fun.

ROSE
But some things I didn't tell anyone!

RAIDEN
...

ROSE
Like what I felt for you.



RAIDEN

purposefully coolly So that's why you were involved in this mission. I should have known. Why else would they toss an analyst into the mix at the last minute?

ROSE

I'm sorry. I know what I did was wrong...

RAIDEN

No matter where I go - I get used.

ROSE

I reinvented myself to suit your tastes. Hairstyle, clothes, the way I move, things I talked about...

ROSE

You say you love the color of my hair, my eyes. They're not even real. (I dyed my hair and I'm wearing colored contacts.)

RAIDEN

You must have gone over my psych profile with a fine-tooth comb.

ROSE

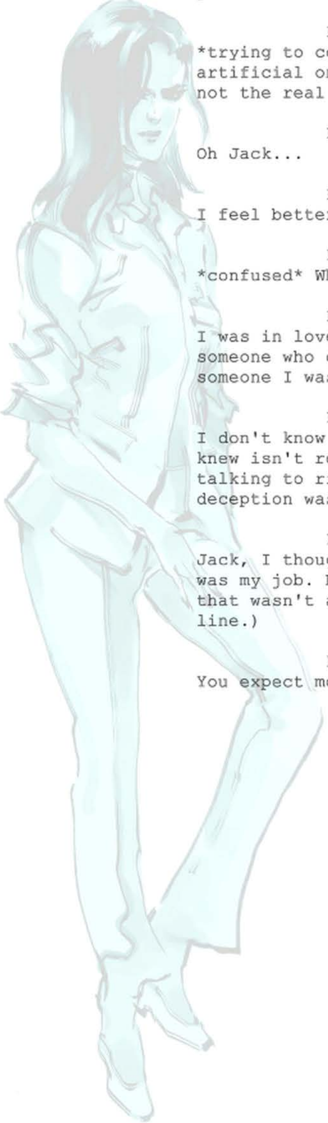
It was my job.

RAIDEN

Great performance -- had me completely fooled.

ROSE

What I really wanted was for you to see the real me. It hurt to play out this -- this artificial romance.



ROSE

It was worse to lie to myself than to you. The more love you gave me, the more it hurt -- because I knew the person you loved was just a character.

RAIDEN

trying to convince himself So it was artificial on my end too. It was just a game, not the real thing.

ROSE

Oh Jack...

RAIDEN

I feel better knowing that.

ROSE

confused What?

RAIDEN

I was in love -- or thought I was -- with someone who didn't exist. I was trying to be someone I wasn't by loving what wasn't real.

RAIDEN

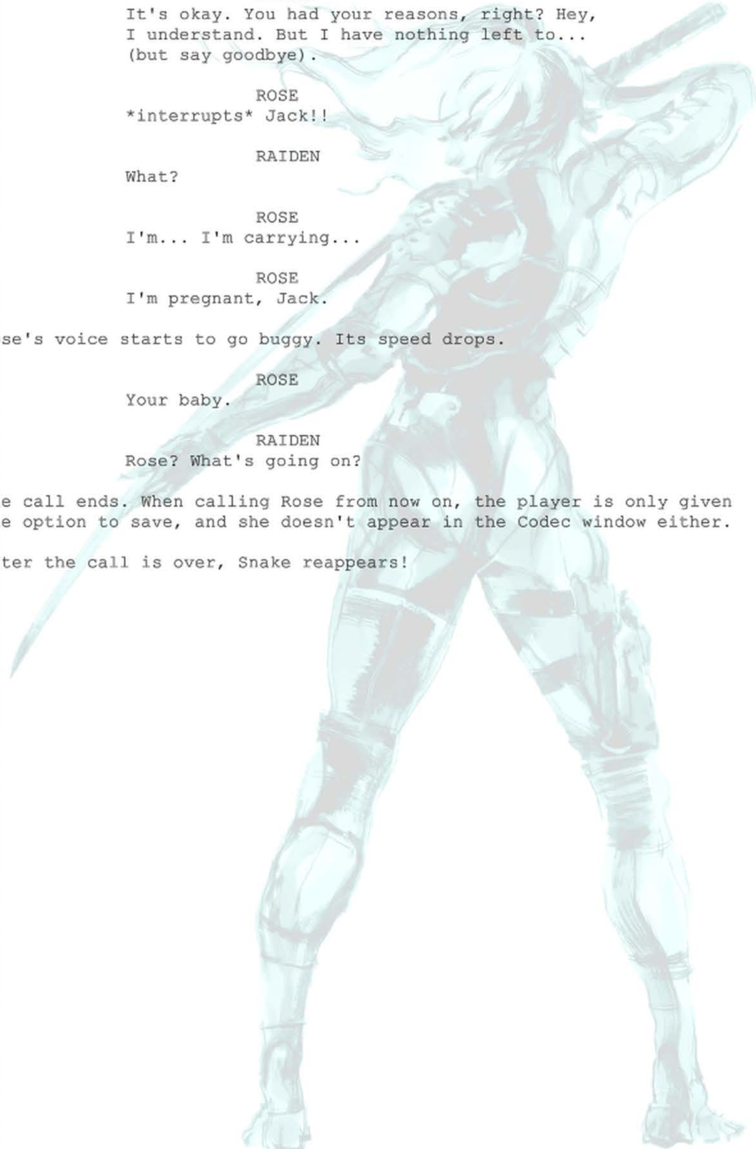
I don't know who you really are. The person I knew isn't real; she's not the woman I'm talking to right now. In a sense, the deception was my own, not theirs.

ROSE

Jack, I thought I was acting, because that was my job. But I did fall in love with you, that wasn't an act. (She's using Naomi's line.)

RAIDEN

You expect me to believe that?



ROSE
...

RAIDEN
It's okay. You had your reasons, right? Hey, I understand. But I have nothing left to... (but say goodbye).

ROSE
interrupts Jack!!

RAIDEN
What?

ROSE
I'm... I'm carrying...

ROSE
I'm pregnant, Jack.

Rose's voice starts to go buggy. Its speed drops.

ROSE
Your baby.

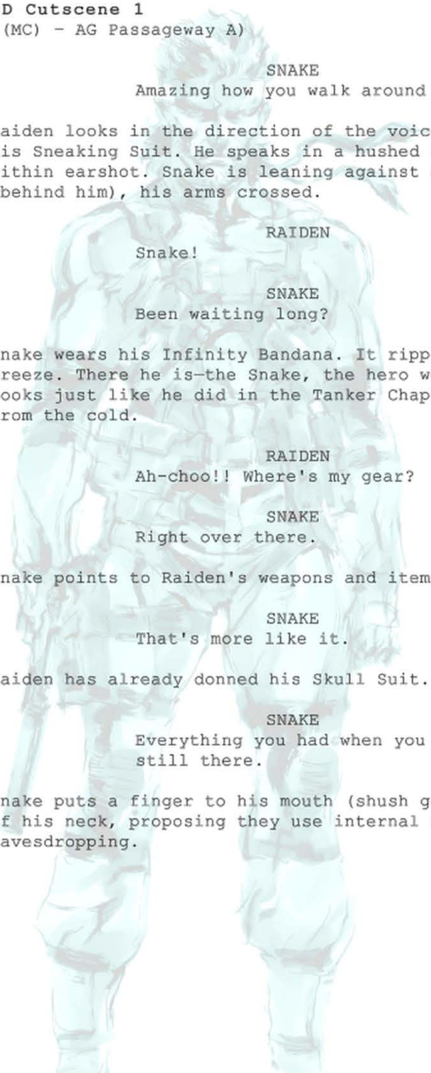
RAIDEN
Rose? What's going on?

The call ends. When calling Rose from now on, the player is only given the option to save, and she doesn't appear in the Codec window either.

After the call is over, Snake reappears!

Passageway A 2

3D Cutscene 1
((MC) - AG Passageway A)



SNAKE
Amazing how you walk around like that.

Raiden looks in the direction of the voice, and there stands Snake in his Sneaking Suit. He speaks in a hushed tone, in case any enemies are within earshot. Snake is leaning against a wall to the south of Raiden (behind him), his arms crossed.

RAIDEN
Snake!

SNAKE
Been waiting long?

Snake wears his Infinity Bandana. It ripples despite the absence of any breeze. There he is—the Snake, the hero we all know and love. Snake looks just like he did in the Tanker Chapter. Raiden lets out a sneeze from the cold.

RAIDEN
Ah-choo!! Where's my gear?

SNAKE
Right over there.

Snake points to Raiden's weapons and items.

SNAKE
That's more like it.

Raiden has already donned his Skull Suit.

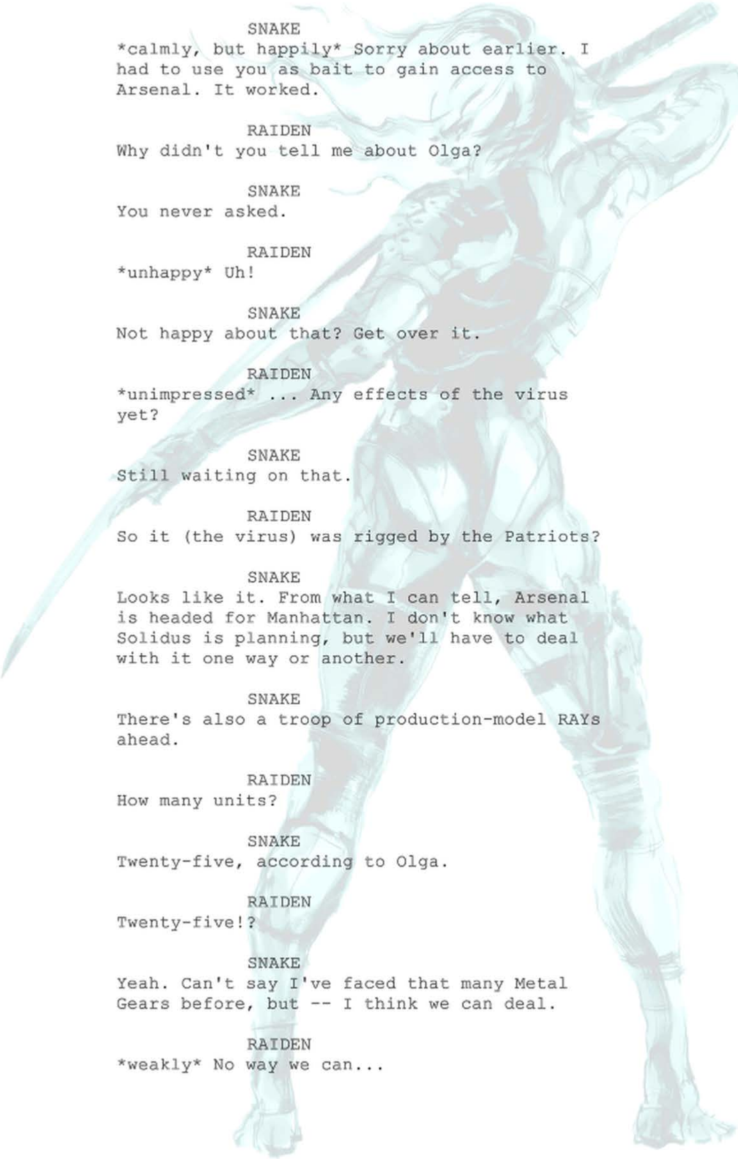
SNAKE
Everything you had when you were captured is still there.

Snake puts a finger to his mouth (shush gesture). He then taps the base of his neck, proposing they use internal communication to prevent eavesdropping.

Passageway A 3

Codec Call 2

(internal communication with Snake)



SNAKE
calmly, but happily Sorry about earlier. I had to use you as bait to gain access to Arsenal. It worked.

RAIDEN
Why didn't you tell me about Olga?

SNAKE
You never asked.

RAIDEN
unhappy Uh!

SNAKE
Not happy about that? Get over it.

RAIDEN
unimpressed ... Any effects of the virus yet?

SNAKE
Still waiting on that.

RAIDEN
So it (the virus) was rigged by the Patriots?

SNAKE
Looks like it. From what I can tell, Arsenal is headed for Manhattan. I don't know what Solidus is planning, but we'll have to deal with it one way or another.

SNAKE
There's also a troop of production-model RAYs ahead.

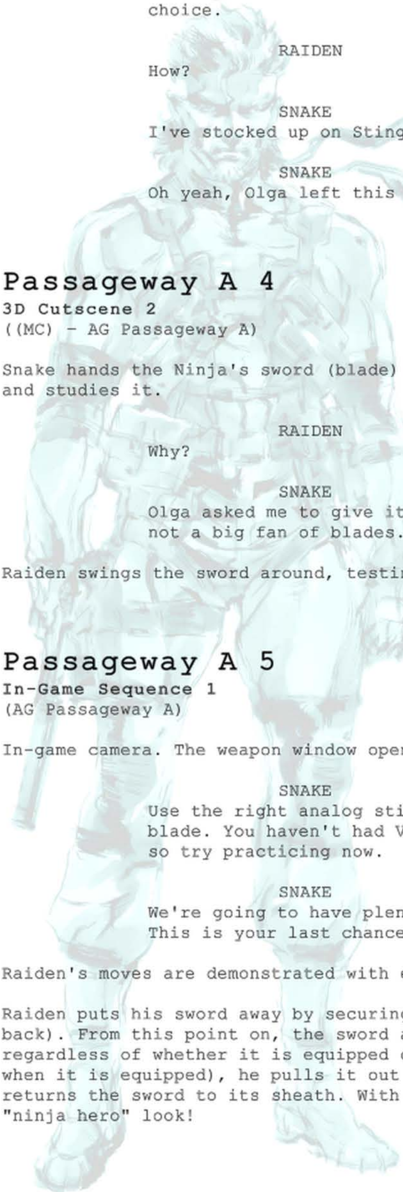
RAIDEN
How many units?

SNAKE
Twenty-five, according to Olga.

RAIDEN
Twenty-five!?

SNAKE
Yeah. Can't say I've faced that many Metal Gears before, but -- I think we can deal.

RAIDEN
weakly No way we can...



SNAKE
calmly We can because we have no other choice.

RAIDEN
How?

SNAKE
I've stocked up on Stinger missiles.

SNAKE
Oh yeah, Olga left this for you.

Passageway A 4

3D Cutscene 2
((MC) - AG Passageway A)

Snake hands the Ninja's sword (blade) to Raiden. Raiden takes the sword and studies it.

RAIDEN
Why?

SNAKE
Olga asked me to give it to you. Besides, I'm not a big fan of blades.

Raiden swings the sword around, testing it.

Passageway A 5

In-Game Sequence 1
(AG Passageway A)

In-game camera. The weapon window opens.

SNAKE
Use the right analog stick to control the blade. You haven't had VR training on this, so try practicing now.

SNAKE
We're going to have plenty of company ahead. This is your last chance to practice.

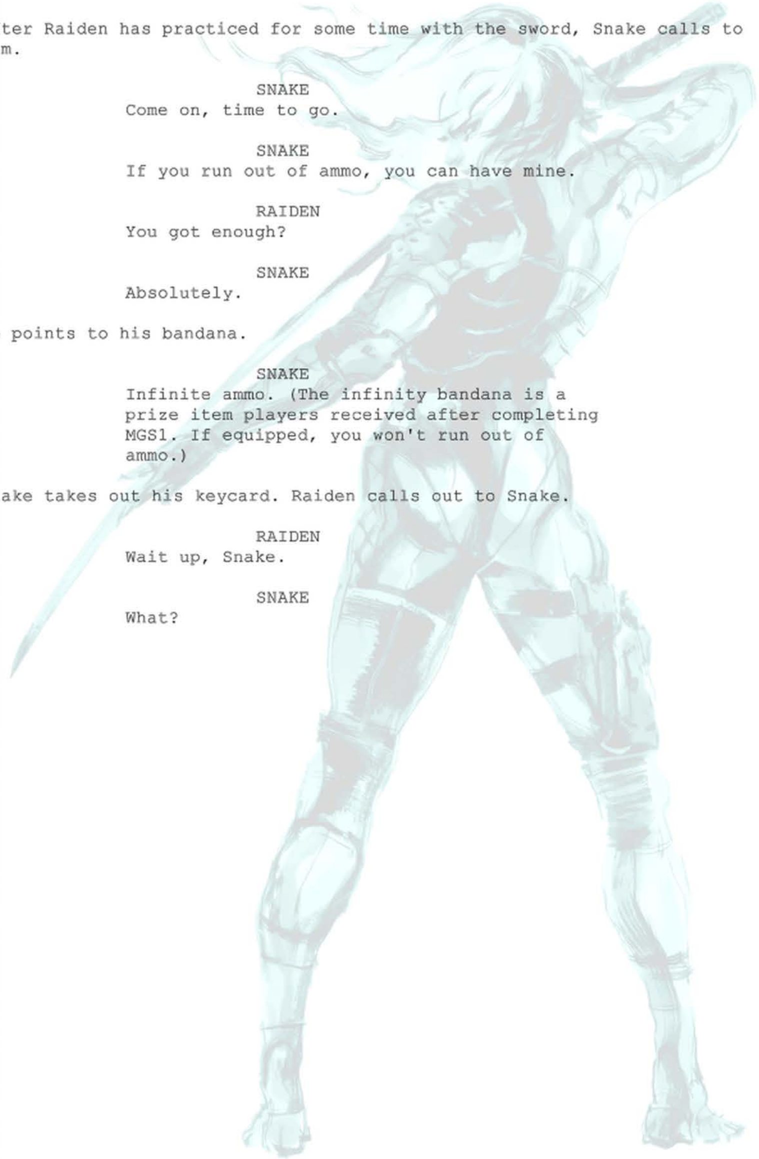
Raiden's moves are demonstrated with explanations.

Raiden puts his sword away by securing it on his waist (behind his back). From this point on, the sword always appears on his back, regardless of whether it is equipped or not. When he is using it (i.e., when it is equipped), he pulls it out of the sheath. Unequipping it returns the sword to its sheath. With this sword, Raiden has a new "ninja hero" look!

Passageway A After Sword 1

3D Cutscene 1

((MC + KF) - AG Passageway A)



After Raiden has practiced for some time with the sword, Snake calls to him.

SNAKE
Come on, time to go.

SNAKE
If you run out of ammo, you can have mine.

RAIDEN
You got enough?

SNAKE
Absolutely.

He points to his bandana.

SNAKE
Infinite ammo. (The infinity bandana is a prize item players received after completing MGS1. If equipped, you won't run out of ammo.)

Snake takes out his keycard. Raiden calls out to Snake.

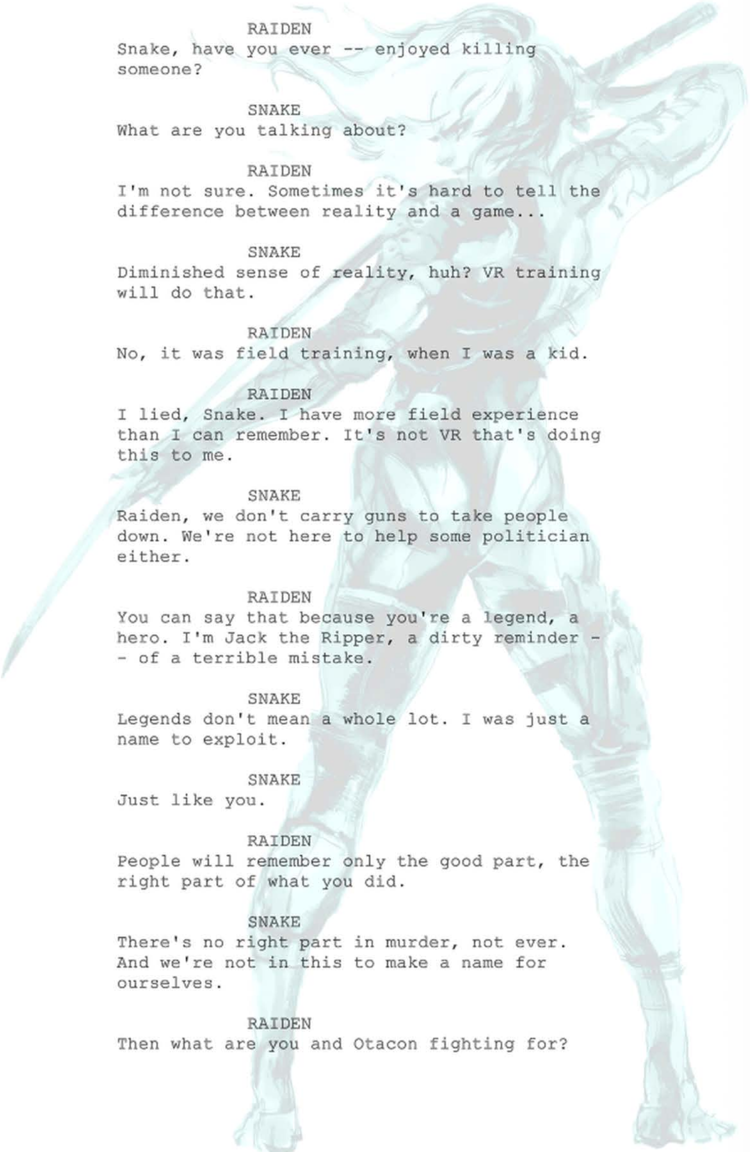
RAIDEN
Wait up, Snake.

SNAKE
What?

Passageway A After Sword 2

Codec Call 1

(internal communication with Snake)



RAIDEN
Snake, have you ever -- enjoyed killing someone?

SNAKE
What are you talking about?

RAIDEN
I'm not sure. Sometimes it's hard to tell the difference between reality and a game...

SNAKE
Diminished sense of reality, huh? VR training will do that.

RAIDEN
No, it was field training, when I was a kid.

RAIDEN
I lied, Snake. I have more field experience than I can remember. It's not VR that's doing this to me.

SNAKE
Raiden, we don't carry guns to take people down. We're not here to help some politician either.

RAIDEN
You can say that because you're a legend, a hero. I'm Jack the Ripper, a dirty reminder -- of a terrible mistake.

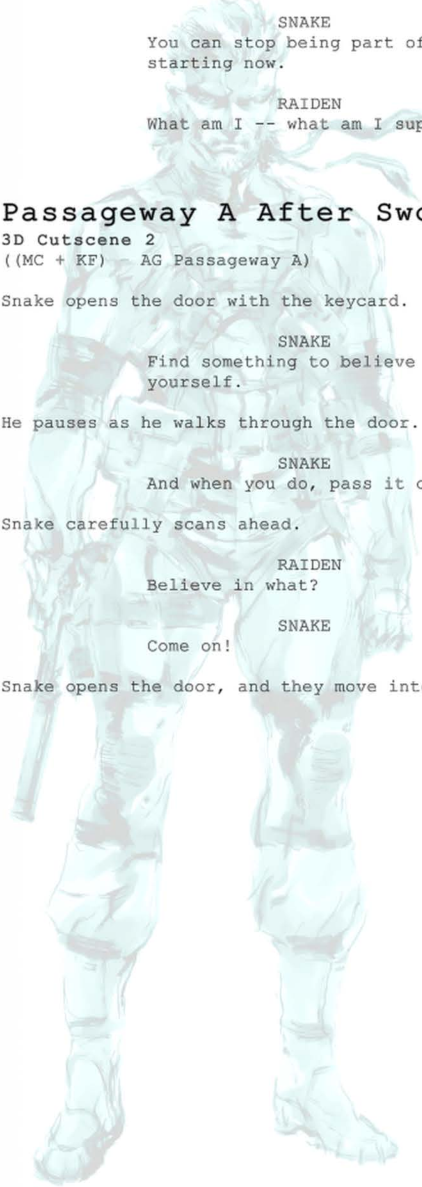
SNAKE
Legends don't mean a whole lot. I was just a name to exploit.

SNAKE
Just like you.

RAIDEN
People will remember only the good part, the right part of what you did.

SNAKE
There's no right part in murder, not ever. And we're not in this to make a name for ourselves.

RAIDEN
Then what are you and Otacon fighting for?



SNAKE
A future.

SNAKE
You can stop being part of a mistake,
starting now.

RAIDEN
What am I -- what am I supposed to do?

Passageway A After Sword 3

3D Cutscene 2

((MC + KF) - AG Passageway A)

Snake opens the door with the keycard.

SNAKE
Find something to believe in. And find it for
yourself.

He pauses as he walks through the door.

SNAKE
And when you do, pass it on to the future.

Snake carefully scans ahead.

RAIDEN
Believe in what?

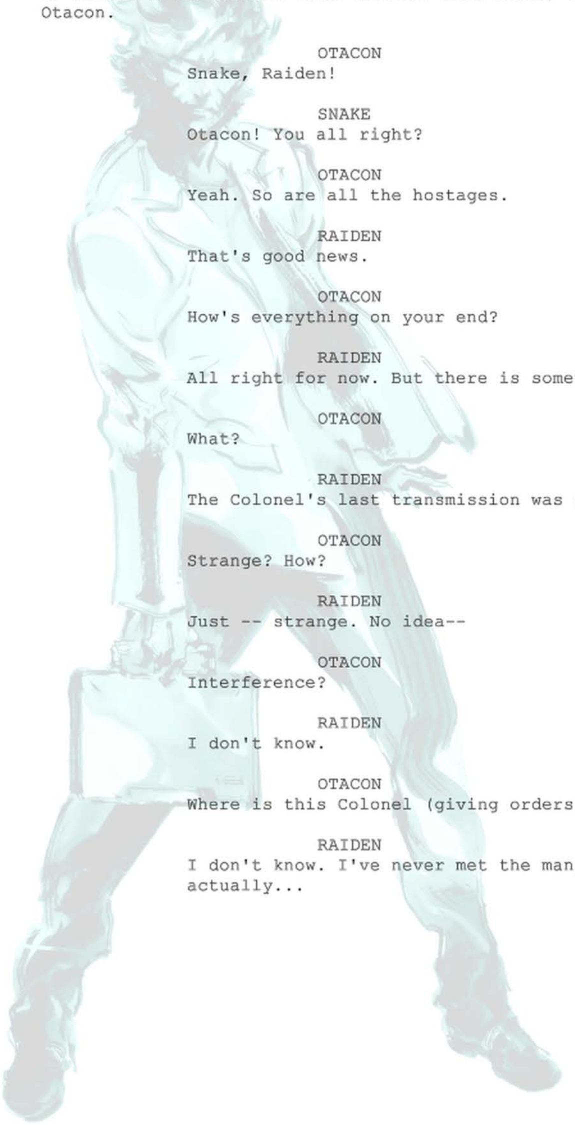
SNAKE
Come on!

Snake opens the door, and they move into the next passageway.

Otacon Safe 1

Codec Call 1

(mandatory incoming call from Otacon)



As Raiden moves further into Arsenal with Snake, he gets a call from Otacon.

OTACON
Snake, Raiden!

SNAKE
Otacon! You all right?

OTACON
Yeah. So are all the hostages.

RAIDEN
That's good news.

OTACON
How's everything on your end?

RAIDEN
All right for now. But there is something --

OTACON
What?

RAIDEN
The Colonel's last transmission was strange.

OTACON
Strange? How?

RAIDEN
Just -- strange. No idea--

OTACON
Interference?

RAIDEN
I don't know.

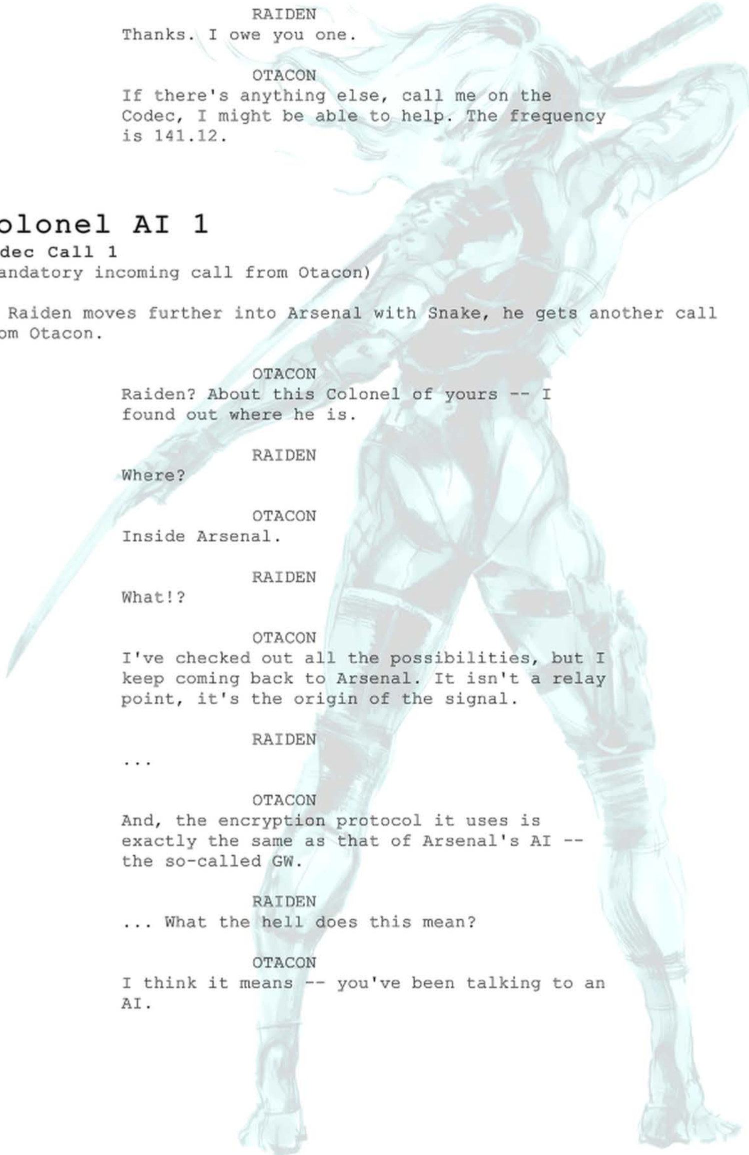
OTACON
Where is this Colonel (giving orders from)?

RAIDEN
I don't know. I've never met the man, actually...

OTACON
is extremely suspicious ... I'll dig around.

RAIDEN
Thanks. I owe you one.

OTACON
If there's anything else, call me on the Codec, I might be able to help. The frequency is 141.12.



Colonel AI 1

Codec Call 1
(mandatory incoming call from Otacon)

As Raiden moves further into Arsenal with Snake, he gets another call from Otacon.

OTACON
Raiden? About this Colonel of yours -- I found out where he is.

RAIDEN
Where?

OTACON
Inside Arsenal.

RAIDEN
What!?

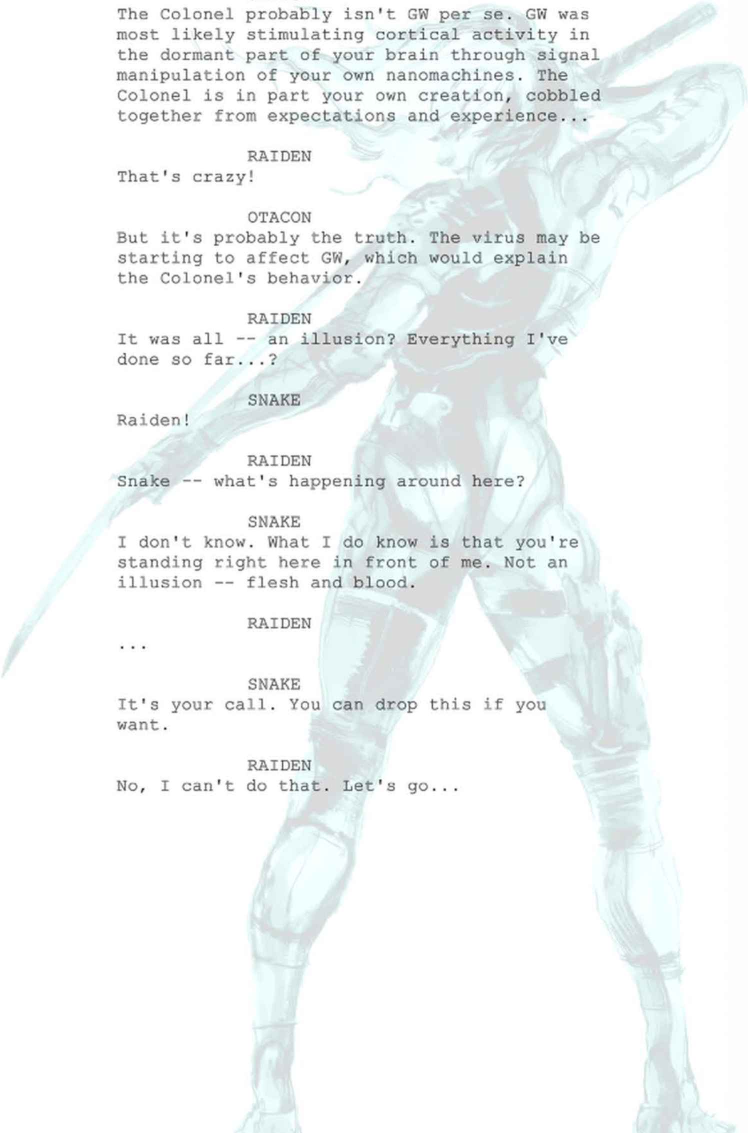
OTACON
I've checked out all the possibilities, but I keep coming back to Arsenal. It isn't a relay point, it's the origin of the signal.

RAIDEN
...

OTACON
And, the encryption protocol it uses is exactly the same as that of Arsenal's AI -- the so-called GW.

RAIDEN
... What the hell does this mean?

OTACON
I think it means -- you've been talking to an AI.



RAIDEN
That's impossible!

OTACON
The Colonel probably isn't GW per se. GW was most likely stimulating cortical activity in the dormant part of your brain through signal manipulation of your own nanomachines. The Colonel is in part your own creation, cobbled together from expectations and experience...

RAIDEN
That's crazy!

OTACON
But it's probably the truth. The virus may be starting to affect GW, which would explain the Colonel's behavior.

RAIDEN
It was all -- an illusion? Everything I've done so far...?

SNAKE
Raiden!

RAIDEN
Snake -- what's happening around here?

SNAKE
I don't know. What I do know is that you're standing right here in front of me. Not an illusion -- flesh and blood.

RAIDEN
...

SNAKE
It's your call. You can drop this if you want.

RAIDEN
No, I can't do that. Let's go...

Rose Hostage 1

Codec Call 1

(mandatory incoming call from the Colonel)

As Raiden presses on deeper into Arsenal with Snake, he gets a call from the Colonel. He sounds normal again.

COLONEL
Raiden! They've got Rose!

RAIDEN
What!?

COLONEL
Rose is being held in the holds!

SNAKE
<off-screen> It's a trap!

ROSE
Help! (Already the synthetic sound of AI.)

Rose disappears from the screen!

RAIDEN
Rose!

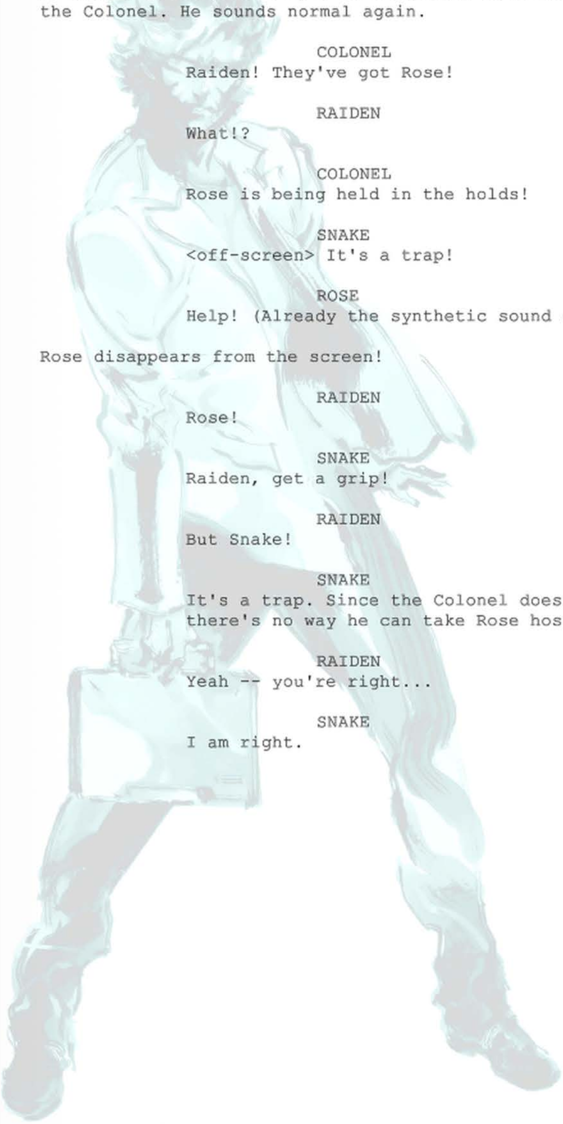
SNAKE
Raiden, get a grip!

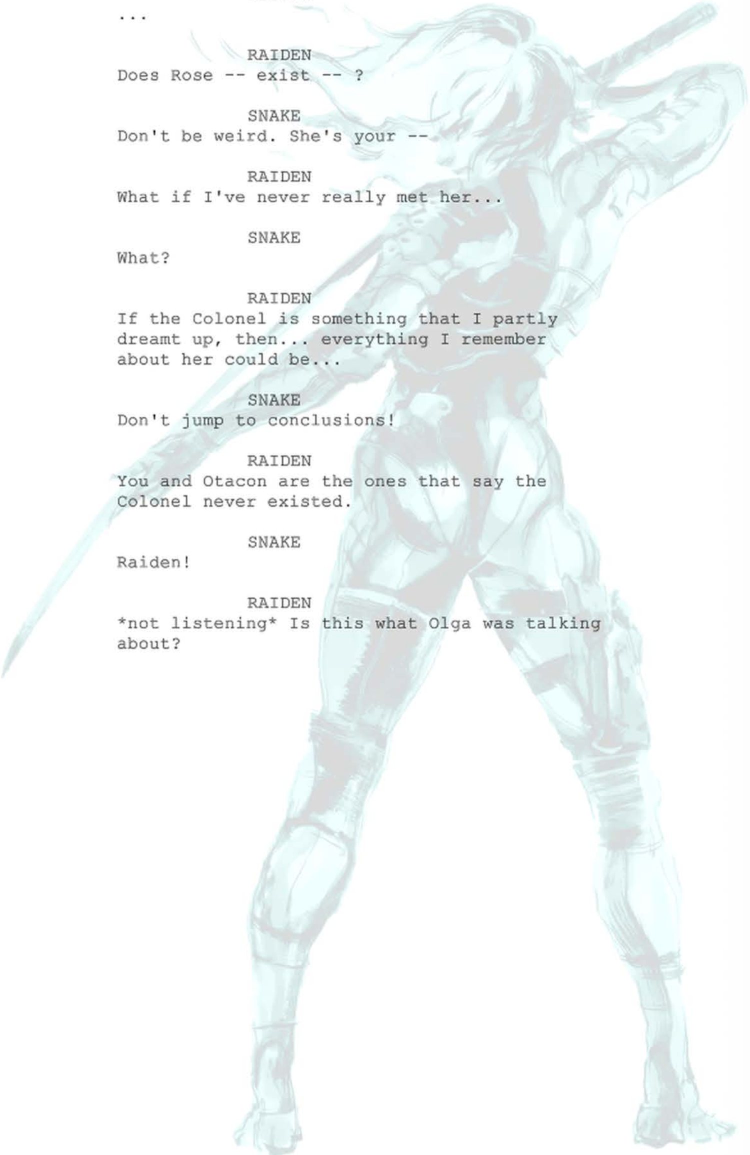
RAIDEN
But Snake!

SNAKE
It's a trap. Since the Colonel doesn't exist, there's no way he can take Rose hostage.

RAIDEN
Yeah -- you're right...

SNAKE
I am right.





RAIDEN
... OK.

RAIDEN
...

RAIDEN
Does Rose -- exist -- ?

SNAKE
Don't be weird. She's your --

RAIDEN
What if I've never really met her...

SNAKE
What?

RAIDEN
If the Colonel is something that I partly dreamt up, then... everything I remember about her could be...

SNAKE
Don't jump to conclusions!

RAIDEN
You and Otacon are the ones that say the Colonel never existed.

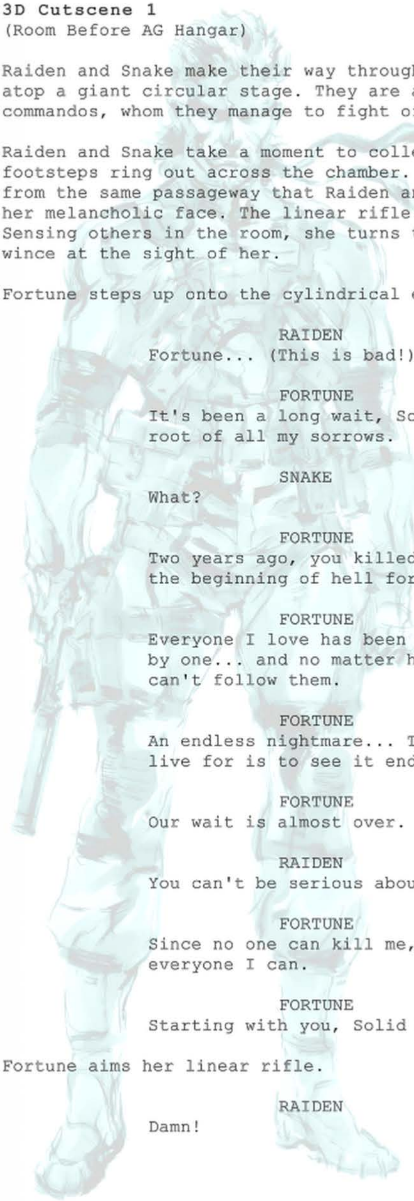
SNAKE
Raiden!

RAIDEN
not listening Is this what Olga was talking about?

AG Enter Fortune 1

3D Cutscene 1

(Room Before AG Hangar)



Raiden and Snake make their way through Arsenal Gear, reaching a room atop a giant circular stage. They are attacked by numerous Tengu commandos, whom they manage to fight off after a prolonged battle.

Raiden and Snake take a moment to collect themselves. Suddenly, footsteps ring out across the chamber. Fortune languidly enters the room from the same passageway that Raiden and Snake walked down. Tears streak her melancholic face. The linear rifle is slung over one shoulder. Sensing others in the room, she turns toward Snake and Raiden. They wince at the sight of her.

Fortune steps up onto the cylindrical elevator.

RAIDEN

Fortune... (This is bad!)

FORTUNE

It's been a long wait, Solid Snake -- the root of all my sorrows.

SNAKE

What?

FORTUNE

Two years ago, you killed my father. That was the beginning of hell for us.

FORTUNE

Everyone I love has been taken from me, one by one... and no matter how hard I try, I can't follow them.

FORTUNE

An endless nightmare... The only thing we live for is to see it end.

FORTUNE

Our wait is almost over.

RAIDEN

You can't be serious about firing the nuke!

FORTUNE

Since no one can kill me, I may as well kill everyone I can.

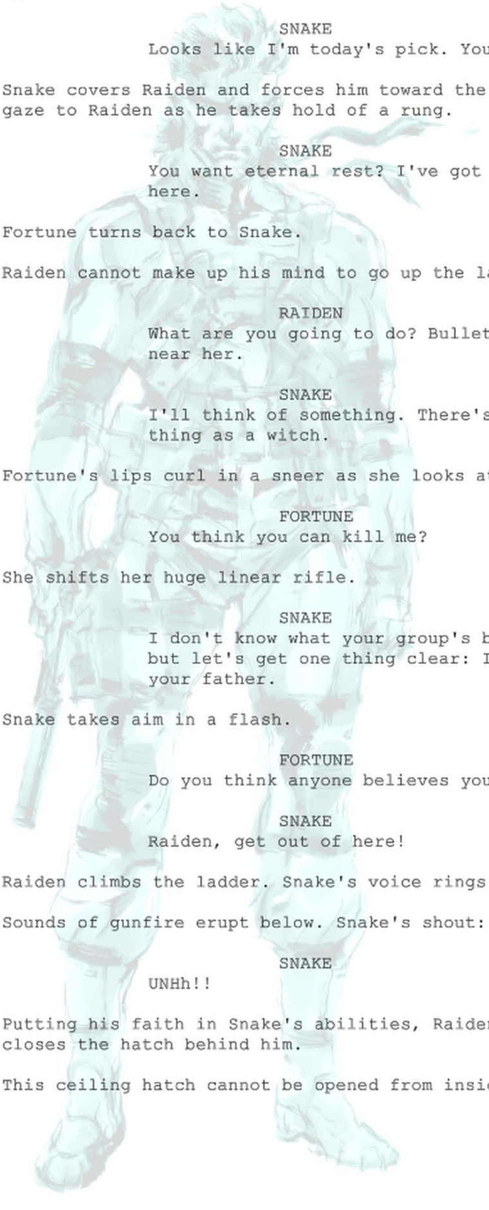
FORTUNE

Starting with you, Solid Snake!

Fortune aims her linear rifle.

RAIDEN

Damn!



Raiden grows anxious at the sight of one person he never wanted to see again. Snake readies his automatic.

SNAKE
Looks like I'm today's pick. You go on ahead.

Snake covers Raiden and forces him toward the ladder. Fortune turns her gaze to Raiden as he takes hold of a rung.

SNAKE
You want eternal rest? I've got it right here.

Fortune turns back to Snake.

Raiden cannot make up his mind to go up the ladder.

RAIDEN
What are you going to do? Bullets can't get near her.

SNAKE
I'll think of something. There's no such thing as a witch.

Fortune's lips curl in a sneer as she looks at Snake.

FORTUNE
You think you can kill me?

She shifts her huge linear rifle.

SNAKE
I don't know what your group's been through, but let's get one thing clear: I didn't kill your father.

Snake takes aim in a flash.

FORTUNE
Do you think anyone believes your lies!?

SNAKE
Raiden, get out of here!

Raiden climbs the ladder. Snake's voice rings out behind him!

Sounds of gunfire erupt below. Snake's shout:

SNAKE
UNHh!!

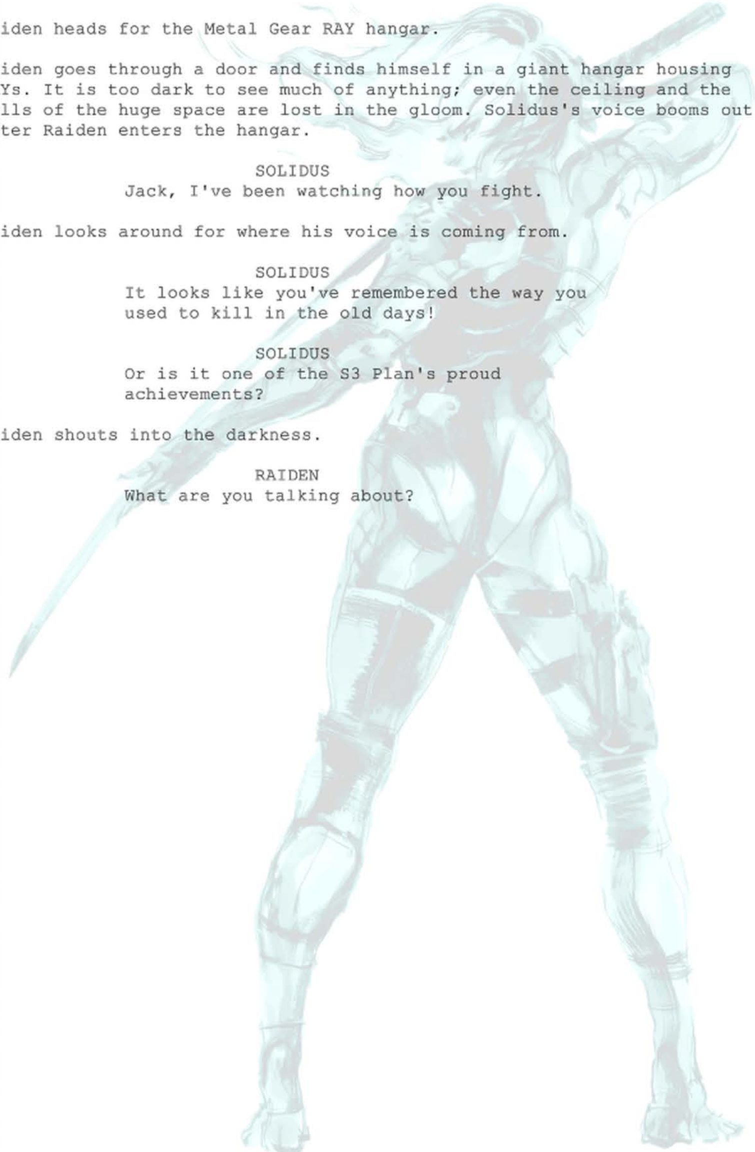
Putting his faith in Snake's abilities, Raiden clears the ladder and closes the hatch behind him.

This ceiling hatch cannot be opened from inside.

Pre-RAY Battle 1

3D Cutscene 1

(MC)



Raiden heads for the Metal Gear RAY hangar.

Raiden goes through a door and finds himself in a giant hangar housing RAYs. It is too dark to see much of anything; even the ceiling and the walls of the huge space are lost in the gloom. Solidus's voice booms out after Raiden enters the hangar.

SOLIDUS

Jack, I've been watching how you fight.

Raiden looks around for where his voice is coming from.

SOLIDUS

It looks like you've remembered the way you used to kill in the old days!

SOLIDUS

Or is it one of the S3 Plan's proud achievements?

Raiden shouts into the darkness.

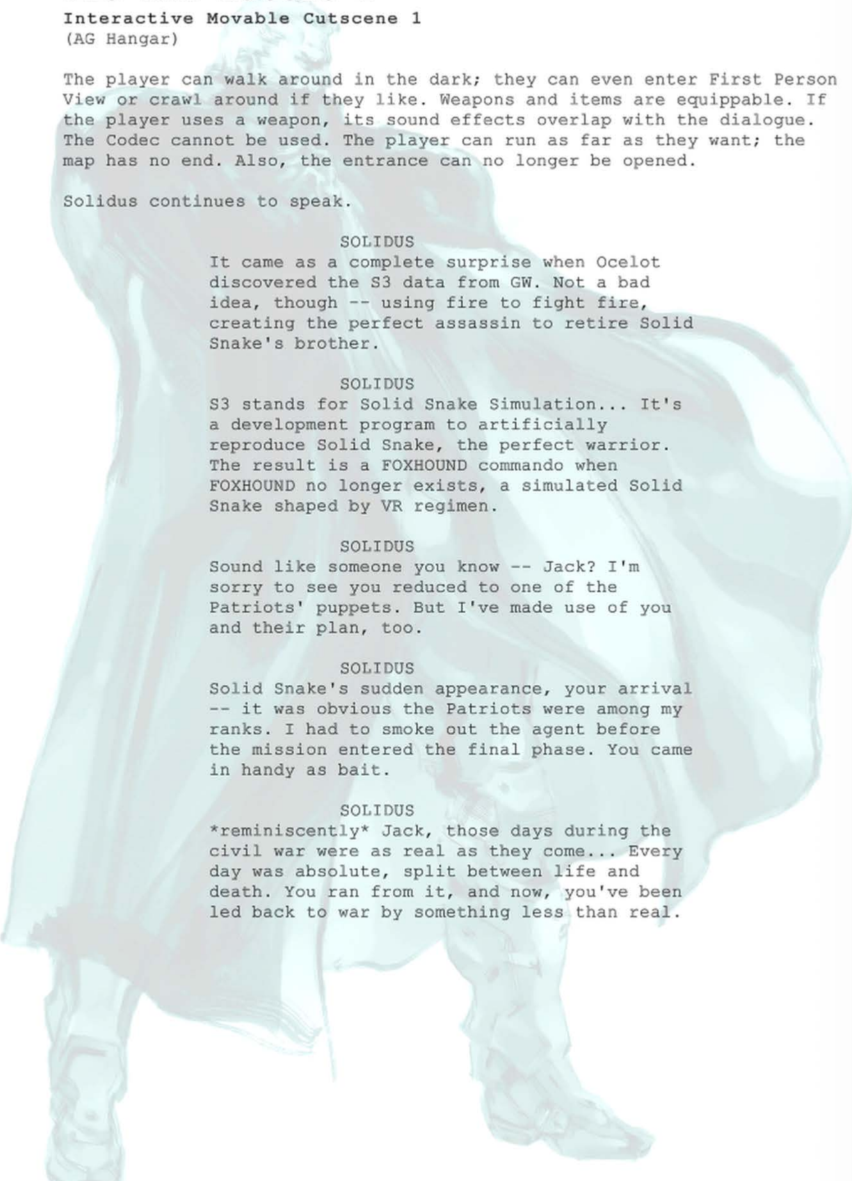
RAIDEN

What are you talking about?

Pre-RAY Battle 2

Interactive Movable Cutscene 1

(AG Hangar)



The player can walk around in the dark; they can even enter First Person View or crawl around if they like. Weapons and items are equippable. If the player uses a weapon, its sound effects overlap with the dialogue. The Codec cannot be used. The player can run as far as they want; the map has no end. Also, the entrance can no longer be opened.

Solidus continues to speak.

SOLIDUS

It came as a complete surprise when Ocelot discovered the S3 data from GW. Not a bad idea, though -- using fire to fight fire, creating the perfect assassin to retire Solid Snake's brother.

SOLIDUS

S3 stands for Solid Snake Simulation... It's a development program to artificially reproduce Solid Snake, the perfect warrior. The result is a FOXHOUND commando when FOXHOUND no longer exists, a simulated Solid Snake shaped by VR regimen.

SOLIDUS

Sound like someone you know -- Jack? I'm sorry to see you reduced to one of the Patriots' puppets. But I've made use of you and their plan, too.

SOLIDUS

Solid Snake's sudden appearance, your arrival -- it was obvious the Patriots were among my ranks. I had to smoke out the agent before the mission entered the final phase. You came in handy as bait.

SOLIDUS

reminiscently Jack, those days during the civil war were as real as they come... Every day was absolute, split between life and death. You ran from it, and now, you've been led back to war by something less than real.

Pre-RAY Battle 3

3D Cutscene 2

((MC) - AG Hangar)

Solidus, propelled by his accelerator, blasts out of the darkness and appears in front of Raiden.

SOLIDUS
No more games, Jack. At least you know.

SOLIDUS
sadly There's no reason to keep you alive
now...

From behind Solidus comes the sound of RAYs walking (thud, thud). Three of them emerge from the darkness.

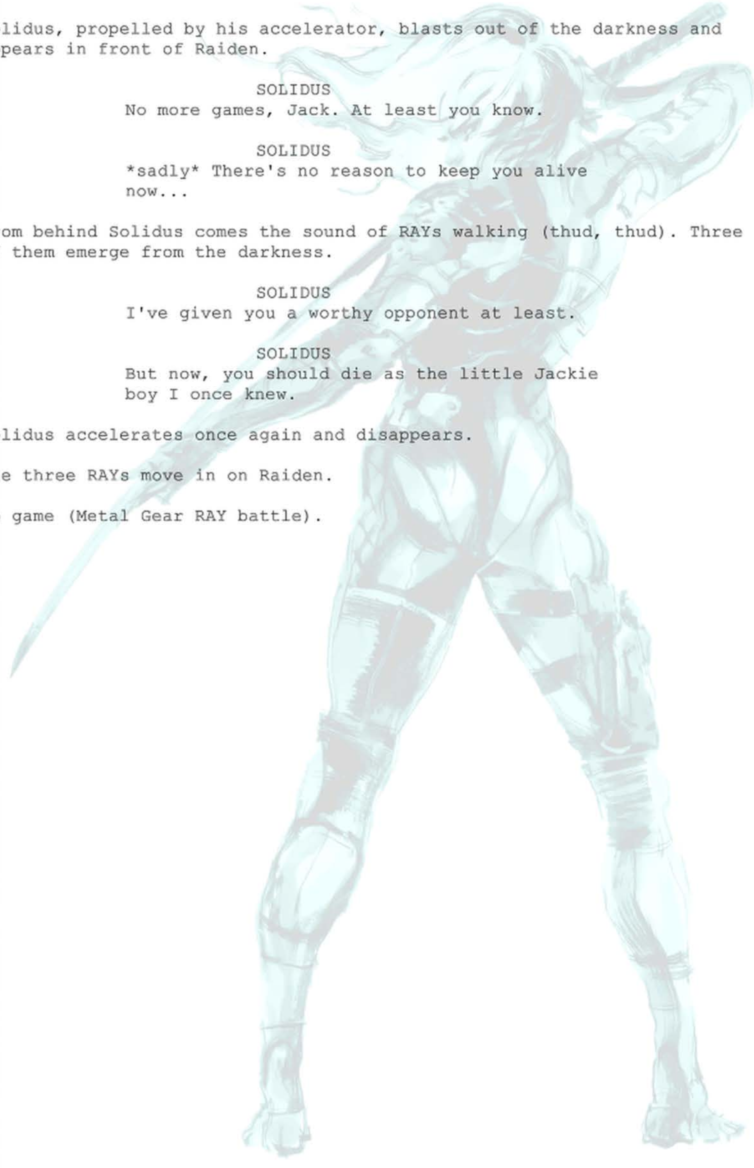
SOLIDUS
I've given you a worthy opponent at least.

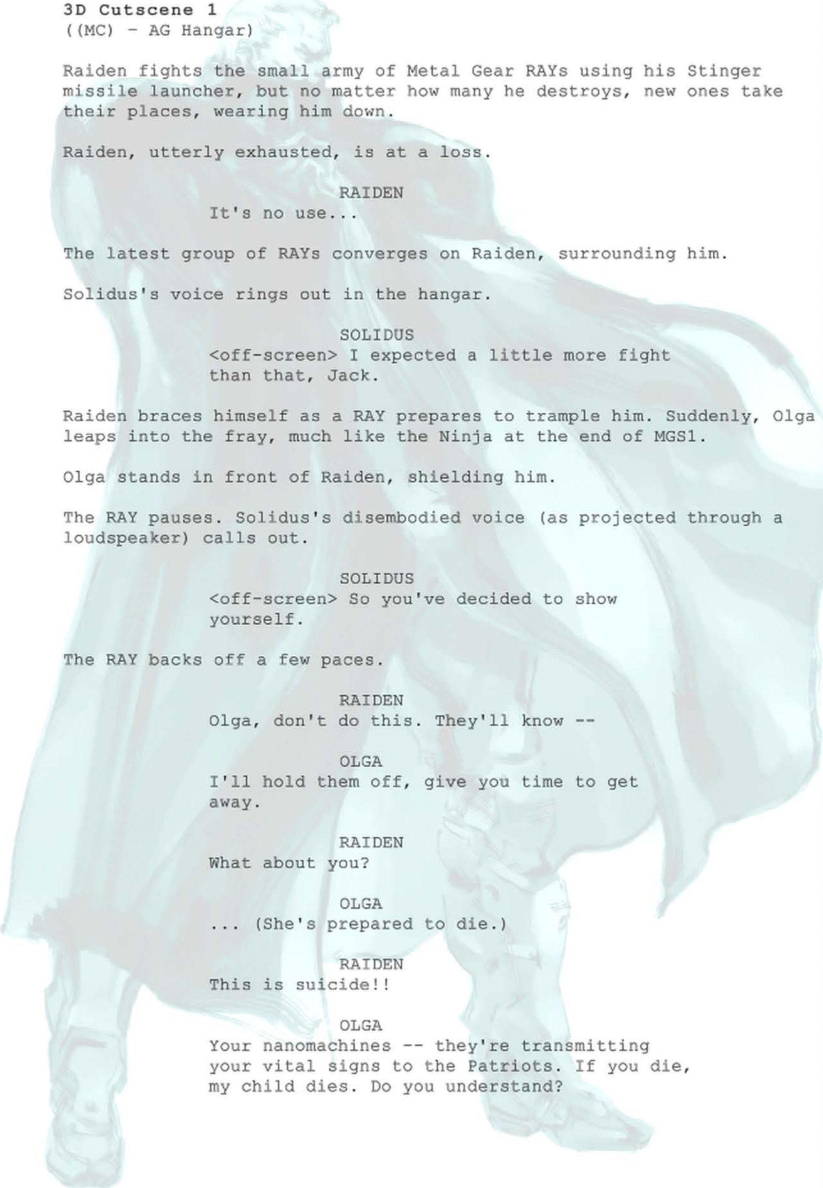
SOLIDUS
But now, you should die as the little Jackie
boy I once knew.

Solidus accelerates once again and disappears.

The three RAYs move in on Raiden.

To game (Metal Gear RAY battle).





AG Surfaces 1

3D Cutscene 1

((MC) - AG Hangar)

Raiden fights the small army of Metal Gear RAYs using his Stinger missile launcher, but no matter how many he destroys, new ones take their places, wearing him down.

Raiden, utterly exhausted, is at a loss.

RAIDEN
It's no use...

The latest group of RAYs converges on Raiden, surrounding him.

Solidus's voice rings out in the hangar.

SOLIDUS
<off-screen> I expected a little more fight than that, Jack.

Raiden braces himself as a RAY prepares to trample him. Suddenly, Olga leaps into the fray, much like the Ninja at the end of MGS1.

Olga stands in front of Raiden, shielding him.

The RAY pauses. Solidus's disembodied voice (as projected through a loudspeaker) calls out.

SOLIDUS
<off-screen> So you've decided to show yourself.

The RAY backs off a few paces.

RAIDEN
Olga, don't do this. They'll know --

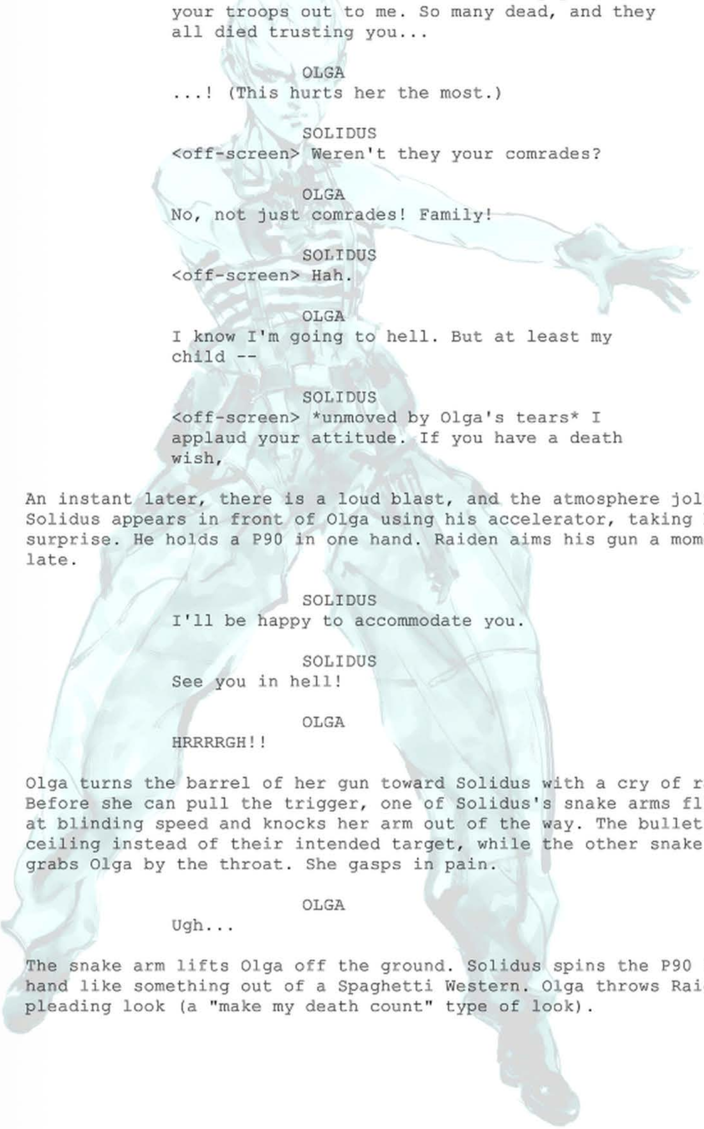
OLGA
I'll hold them off, give you time to get away.

RAIDEN
What about you?

OLGA
... (She's prepared to die.)

RAIDEN
This is suicide!!

OLGA
Your nanomachines -- they're transmitting your vital signs to the Patriots. If you die, my child dies. Do you understand?



RAIDEN
The child...

SOLIDUS
<off-screen> I see -- so that's why you sold your troops out to me. So many dead, and they all died trusting you...

OLGA
...! (This hurts her the most.)

SOLIDUS
<off-screen> Weren't they your comrades?

OLGA
No, not just comrades! Family!

SOLIDUS
<off-screen> Hah.

OLGA
I know I'm going to hell. But at least my child --

SOLIDUS
<off-screen> *unmoved by Olga's tears* I applaud your attitude. If you have a death wish,

An instant later, there is a loud blast, and the atmosphere jolts. Solidus appears in front of Olga using his accelerator, taking her by surprise. He holds a P90 in one hand. Raiden aims his gun a moment too late.

SOLIDUS
I'll be happy to accommodate you.

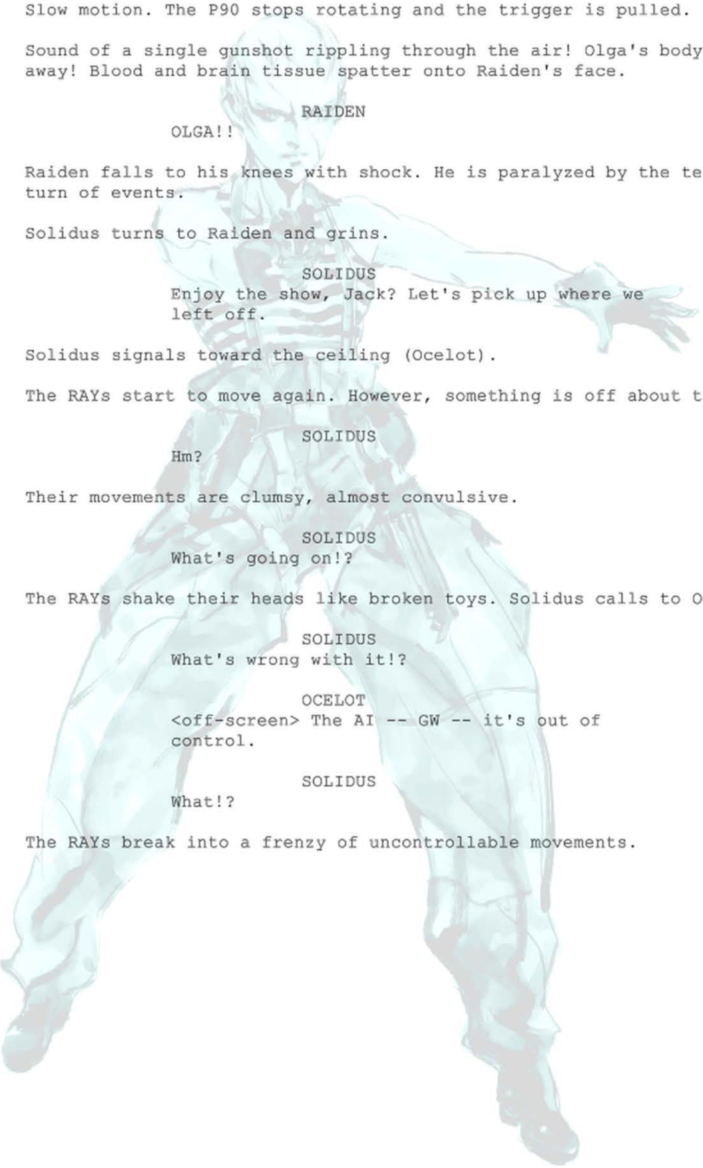
SOLIDUS
See you in hell!

OLGA
HRRRRGH!!

Olga turns the barrel of her gun toward Solidus with a cry of rage. Before she can pull the trigger, one of Solidus's snake arms flies out at blinding speed and knocks her arm out of the way. The bullets hit the ceiling instead of their intended target, while the other snake arm grabs Olga by the throat. She gasps in pain.

OLGA
Ugh...

The snake arm lifts Olga off the ground. Solidus spins the P90 in his hand like something out of a Spaghetti Western. Olga throws Raiden a pleading look (a "make my death count" type of look).



OLGA
Live -- you have to --

Slow motion. The P90 stops rotating and the trigger is pulled.

Sound of a single gunshot rippling through the air! Olga's body is blown away! Blood and brain tissue spatter onto Raiden's face.

RAIDEN
OLGA!!

Raiden falls to his knees with shock. He is paralyzed by the terrible turn of events.

Solidus turns to Raiden and grins.

SOLIDUS
Enjoy the show, Jack? Let's pick up where we left off.

Solidus signals toward the ceiling (Ocelot).

The RAYs start to move again. However, something is off about them.

SOLIDUS
Hm?

Their movements are clumsy, almost convulsive.

SOLIDUS
What's going on!?

The RAYs shake their heads like broken toys. Solidus calls to Ocelot.

SOLIDUS
What's wrong with it!?

OCELOT
<off-screen> The AI -- GW -- it's out of control.

SOLIDUS
What!?

The RAYs break into a frenzy of uncontrollable movements.

AG Surfaces 2

Movie Cutscene 1
(monitor visuals)

Arsenal's monitor screen!

OCELOT
<off-screen> I'm reading an abnormal impulse cascade throughout the neural network. I can't shut it down!

SOLIDUS
What happened!?

OCELOT
Maybe -- some kind of virus --

SOLIDUS
The Patriots!?

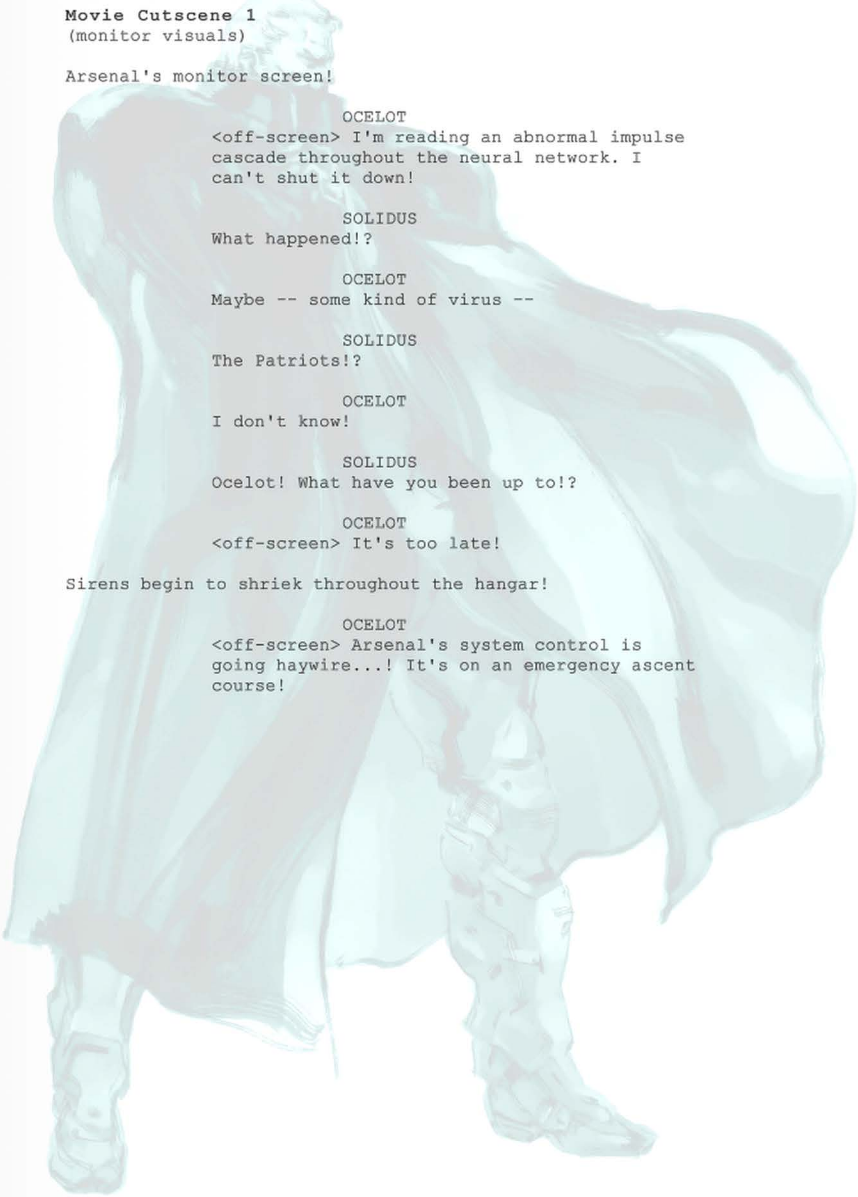
OCELOT
I don't know!

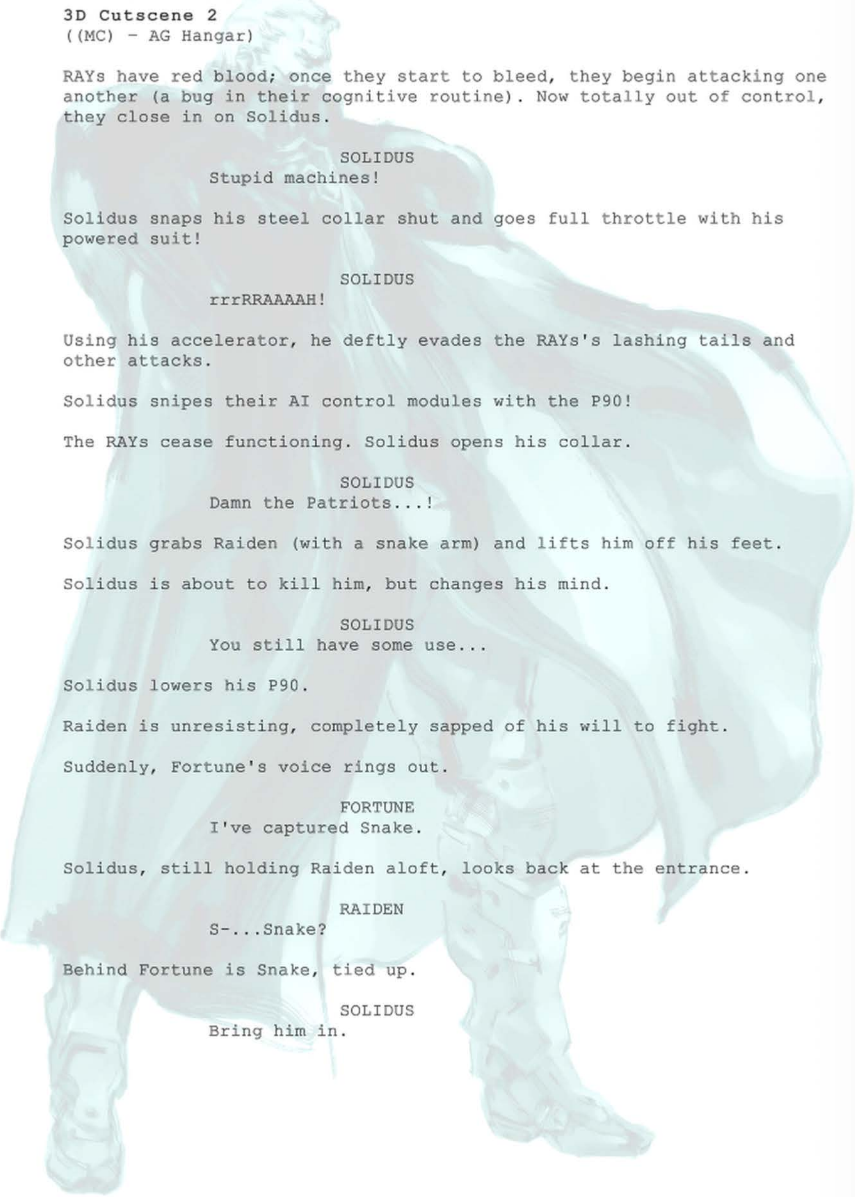
SOLIDUS
Ocelot! What have you been up to!?

OCELOT
<off-screen> It's too late!

Sirens begin to shriek throughout the hangar!

OCELOT
<off-screen> Arsenal's system control is going haywire...! It's on an emergency ascent course!





AG Surfaces 3

3D Cutscene 2

((MC) - AG Hangar)

RAYs have red blood; once they start to bleed, they begin attacking one another (a bug in their cognitive routine). Now totally out of control, they close in on Solidus.

SOLIDUS
Stupid machines!

Solidus snaps his steel collar shut and goes full throttle with his powered suit!

SOLIDUS
rrrRRAAAAH!

Using his accelerator, he deftly evades the RAYs's lashing tails and other attacks.

Solidus snipes their AI control modules with the P90!

The RAYs cease functioning. Solidus opens his collar.

SOLIDUS
Damn the Patriots...!

Solidus grabs Raiden (with a snake arm) and lifts him off his feet.

Solidus is about to kill him, but changes his mind.

SOLIDUS
You still have some use...

Solidus lowers his P90.

Raiden is unresisting, completely sapped of his will to fight.

Suddenly, Fortune's voice rings out.

FORTUNE
I've captured Snake.

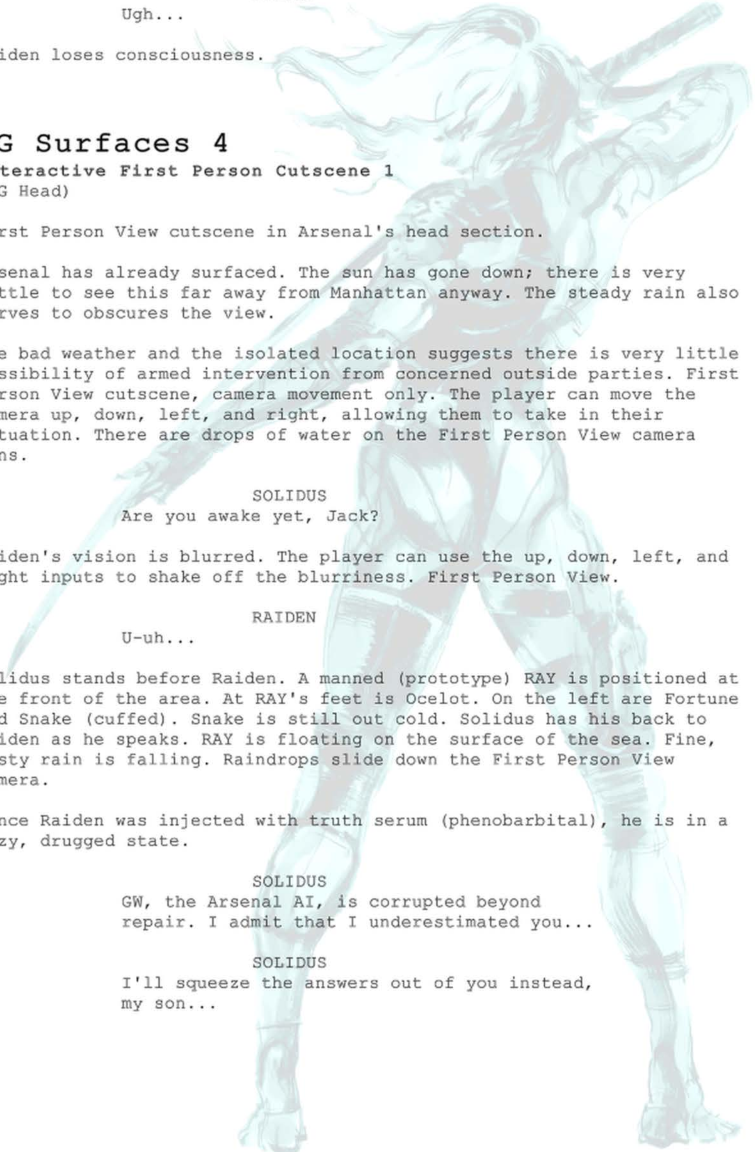
Solidus, still holding Raiden aloft, looks back at the entrance.

RAIDEN
S-...Snake?

Behind Fortune is Snake, tied up.

SOLIDUS
Bring him in.

Solidus injects truth serum into Raiden's neck with one of his snake arms. Injection sound.



RAIDEN

Ugh...

Raiden loses consciousness.

AG Surfaces 4

Interactive First Person Cutscene 1

(AG Head)

First Person View cutscene in Arsenal's head section.

Arsenal has already surfaced. The sun has gone down; there is very little to see this far away from Manhattan anyway. The steady rain also serves to obscures the view.

The bad weather and the isolated location suggests there is very little possibility of armed intervention from concerned outside parties. First Person View cutscene, camera movement only. The player can move the camera up, down, left, and right, allowing them to take in their situation. There are drops of water on the First Person View camera lens.

SOLIDUS

Are you awake yet, Jack?

Raiden's vision is blurred. The player can use the up, down, left, and right inputs to shake off the blurriness. First Person View.

RAIDEN

U-uh...

Solidus stands before Raiden. A manned (prototype) RAY is positioned at the front of the area. At RAY's feet is Ocelot. On the left are Fortune and Snake (cuffed). Snake is still out cold. Solidus has his back to Raiden as he speaks. RAY is floating on the surface of the sea. Fine, misty rain is falling. Raindrops slide down the First Person View camera.

Since Raiden was injected with truth serum (phenobarbital), he is in a hazy, drugged state.

SOLIDUS

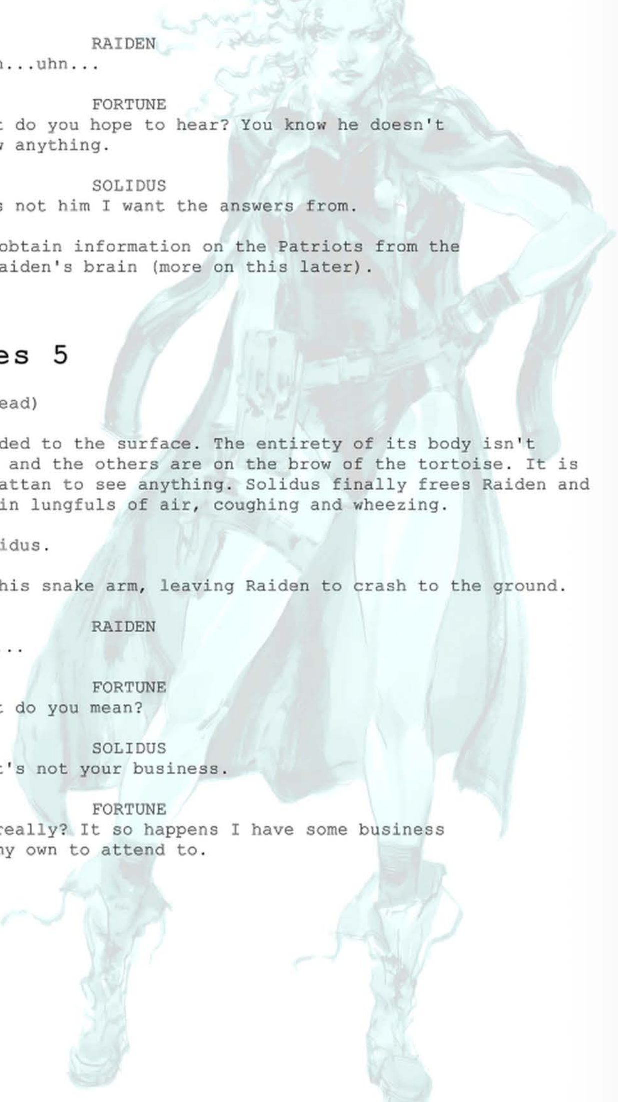
GW, the Arsenal AI, is corrupted beyond repair. I admit that I underestimated you...

SOLIDUS

I'll squeeze the answers out of you instead, my son...

Solidus spins around, and lashing out with his snake arm, lifts Raiden off the ground by the throat. Camera height rises. The pile of chains on the floor is pulled taut (sound effect only).

The O2 gauge appears on-screen. The O2 level begins to drop, and if the player doesn't keep pressing the endurance button, they get a game over. If the player endures for a certain period of time, continue to 3D cutscene.



RAIDEN
U-uh...uhn...

FORTUNE
What do you hope to hear? You know he doesn't know anything.

SOLIDUS
It's not him I want the answers from.

Solidus wants to obtain information on the Patriots from the nanomachines in Raiden's brain (more on this later).

AG Surfaces 5

3D Cutscene 3

((MC + KF) - AG Head)

Arsenal has ascended to the surface. The entirety of its body isn't shown yet. Raiden and the others are on the brow of the tortoise. It is too far from Manhattan to see anything. Solidus finally frees Raiden and the latter gulps in lungfuls of air, coughing and wheezing.

Fortune faces Solidus.

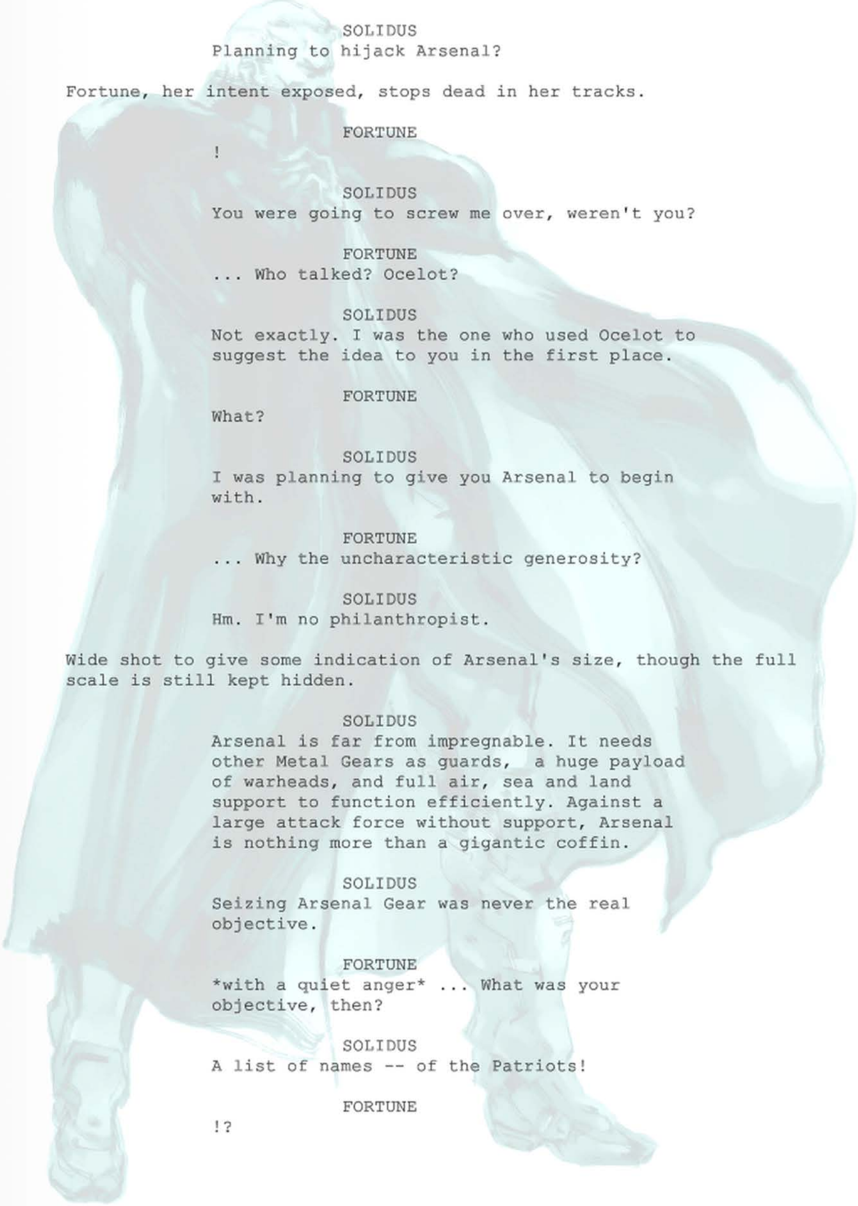
Solidus retracts his snake arm, leaving Raiden to crash to the ground.

RAIDEN
Ugh...

FORTUNE
What do you mean?

SOLIDUS
That's not your business.

FORTUNE
Oh really? It so happens I have some business of my own to attend to.



Fortune turns to leave.

SOLIDUS
Planning to hijack Arsenal?

Fortune, her intent exposed, stops dead in her tracks.

FORTUNE
!

SOLIDUS
You were going to screw me over, weren't you?

FORTUNE
... Who talked? Ocelot?

SOLIDUS
Not exactly. I was the one who used Ocelot to suggest the idea to you in the first place.

FORTUNE
What?

SOLIDUS
I was planning to give you Arsenal to begin with.

FORTUNE
... Why the uncharacteristic generosity?

SOLIDUS
Hm. I'm no philanthropist.

Wide shot to give some indication of Arsenal's size, though the full scale is still kept hidden.

SOLIDUS
Arsenal is far from impregnable. It needs other Metal Gears as guards, a huge payload of warheads, and full air, sea and land support to function efficiently. Against a large attack force without support, Arsenal is nothing more than a gigantic coffin.

SOLIDUS
Seizing Arsenal Gear was never the real objective.

FORTUNE
with a quiet anger ... What was your objective, then?

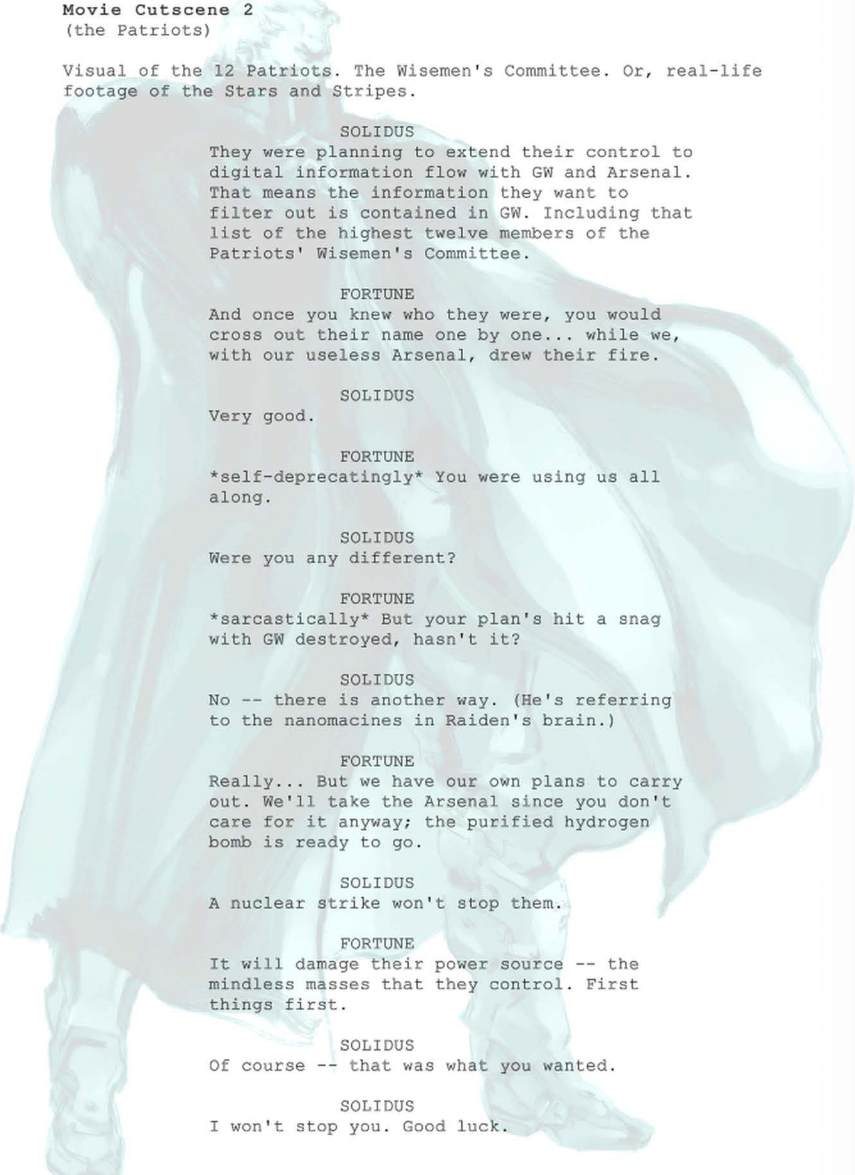
SOLIDUS
A list of names -- of the Patriots!

FORTUNE
!?

AG Surfaces 6

Movie Cutscene 2

(the Patriots)



Visual of the 12 Patriots. The Wisemen's Committee. Or, real-life footage of the Stars and Stripes.

SOLIDUS

They were planning to extend their control to digital information flow with GW and Arsenal. That means the information they want to filter out is contained in GW. Including that list of the highest twelve members of the Patriots' Wisemen's Committee.

FORTUNE

And once you knew who they were, you would cross out their name one by one... while we, with our useless Arsenal, drew their fire.

SOLIDUS

Very good.

FORTUNE

self-deprecatingly You were using us all along.

SOLIDUS

Were you any different?

FORTUNE

sarcastically But your plan's hit a snag with GW destroyed, hasn't it?

SOLIDUS

No -- there is another way. (He's referring to the nanomacines in Raiden's brain.)

FORTUNE

Really... But we have our own plans to carry out. We'll take the Arsenal since you don't care for it anyway; the purified hydrogen bomb is ready to go.

SOLIDUS

A nuclear strike won't stop them.

FORTUNE

It will damage their power source -- the mindless masses that they control. First things first.

SOLIDUS

Of course -- that was what you wanted.

SOLIDUS

I won't stop you. Good luck.

FORTUNE
Thanks, but I have quite enough of that.

Fortune is about to walk away when Ocelot, hitherto silent, bursts into laughter.

OCELOT
Hahahaha...

FORTUNE
with a quiet anger What exactly do you find so funny?

OCELOT
Charades usually are humorous. I wouldn't have minded watching some more of it, but we're running a little short on time...

SOLIDUS
What are you talking about?

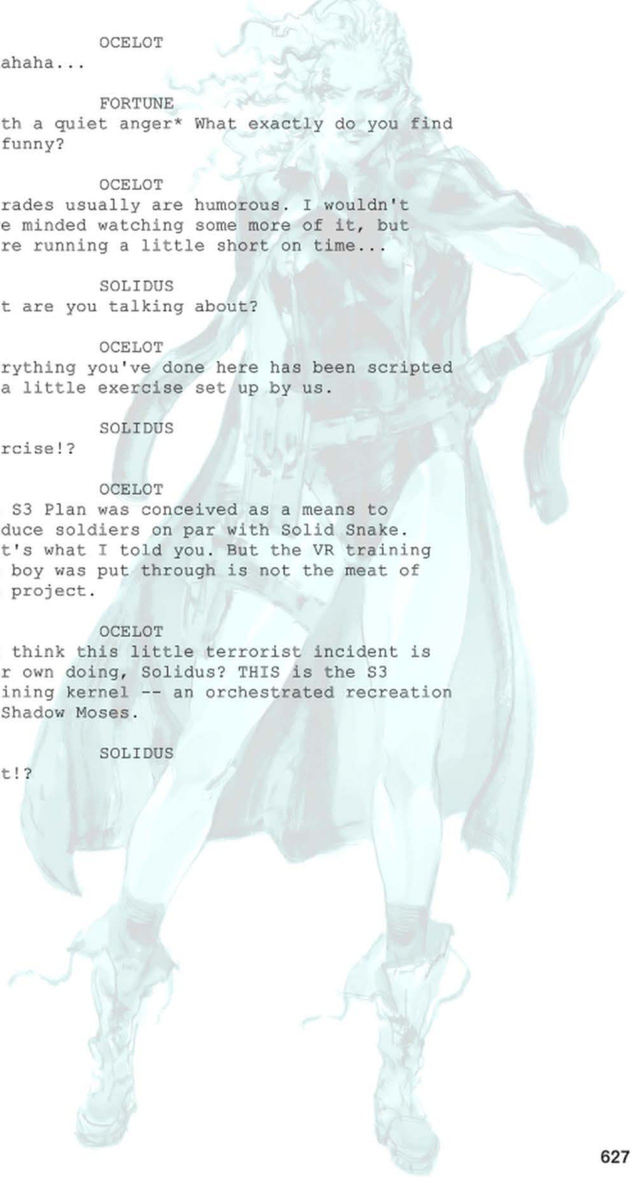
OCELOT
Everything you've done here has been scripted -- a little exercise set up by us.

SOLIDUS
Exercise!?

OCELOT
The S3 Plan was conceived as a means to produce soldiers on par with Solid Snake. That's what I told you. But the VR training the boy was put through is not the meat of the project.

OCELOT
You think this little terrorist incident is your own doing, Solidus? THIS is the S3 training kernel -- an orchestrated recreation of Shadow Moses.

SOLIDUS
What!?

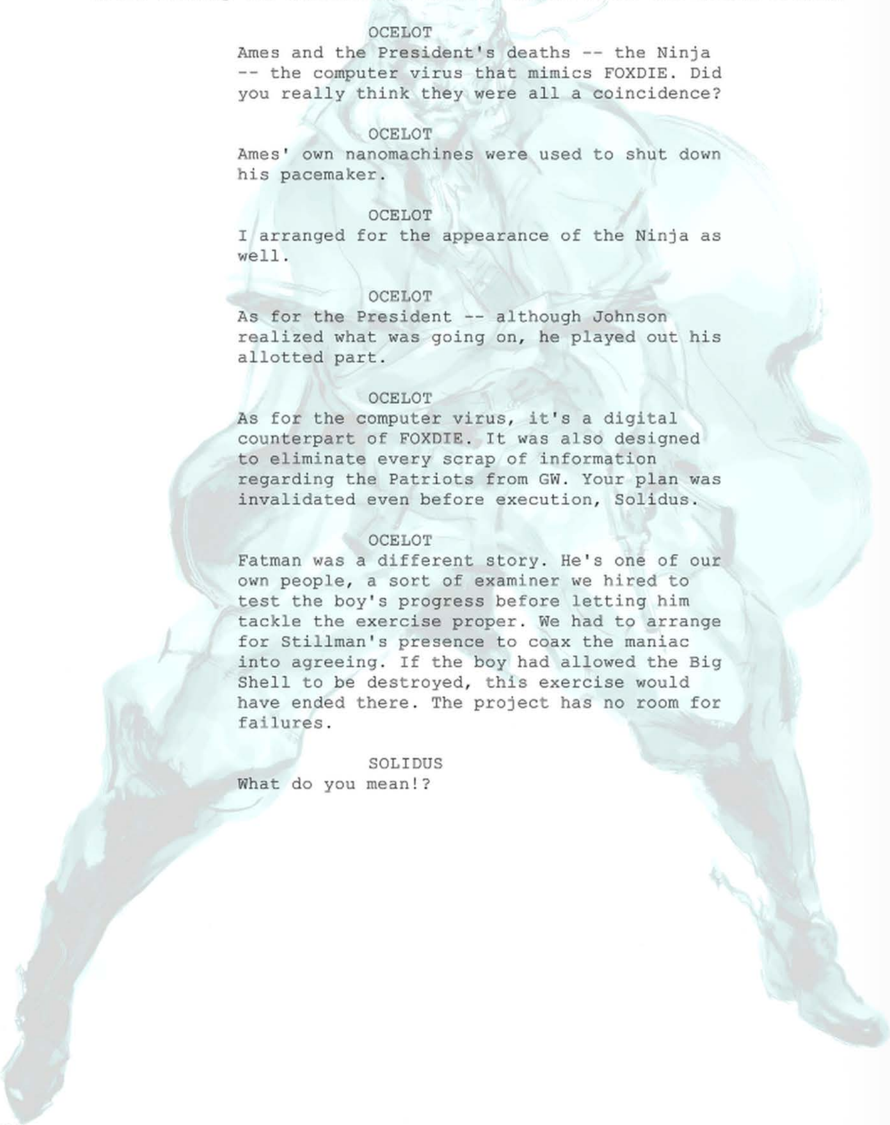


AG Surfaces 8

Movie Cutscene 3

(the points of similarity between MGS1 and 2)

Movie showing the similarities between Shadow Moses and recent events.



OCELOT

Ames and the President's deaths -- the Ninja -- the computer virus that mimics FOXDIE. Did you really think they were all a coincidence?

OCELOT

Ames' own nanomachines were used to shut down his pacemaker.

OCELOT

I arranged for the appearance of the Ninja as well.

OCELOT

As for the President -- although Johnson realized what was going on, he played out his allotted part.

OCELOT

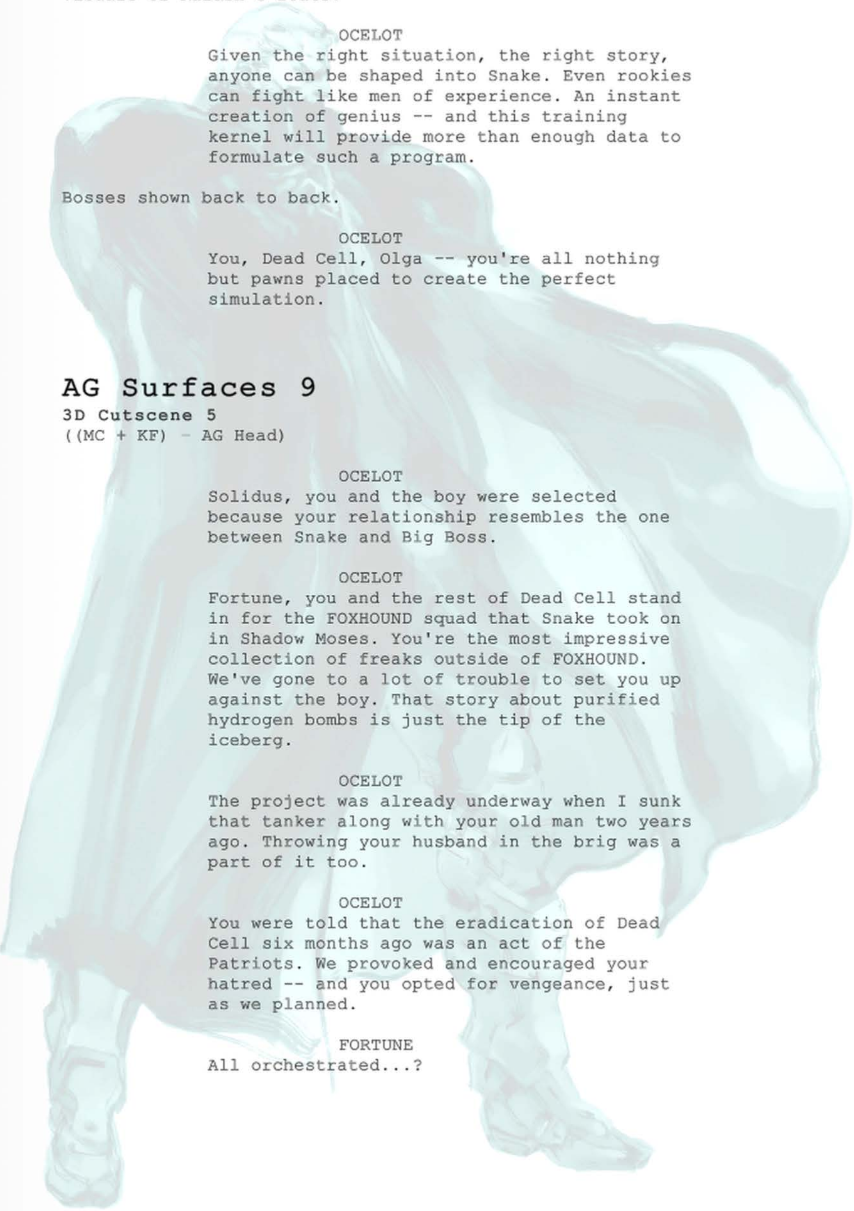
As for the computer virus, it's a digital counterpart of FOXDIE. It was also designed to eliminate every scrap of information regarding the Patriots from GW. Your plan was invalidated even before execution, Solidus.

OCELOT

Fatman was a different story. He's one of our own people, a sort of examiner we hired to test the boy's progress before letting him tackle the exercise proper. We had to arrange for Stillman's presence to coax the maniac into agreeing. If the boy had allowed the Big Shell to be destroyed, this exercise would have ended there. The project has no room for failures.

SOLIDUS

What do you mean!?



Visuals of Raiden's feats.

OCELOT
Given the right situation, the right story, anyone can be shaped into Snake. Even rookies can fight like men of experience. An instant creation of genius -- and this training kernel will provide more than enough data to formulate such a program.

Bosses shown back to back.

OCELOT
You, Dead Cell, Olga -- you're all nothing but pawns placed to create the perfect simulation.

AG Surfaces 9

3D Cutscene 5

((MC + KF) – AG Head)

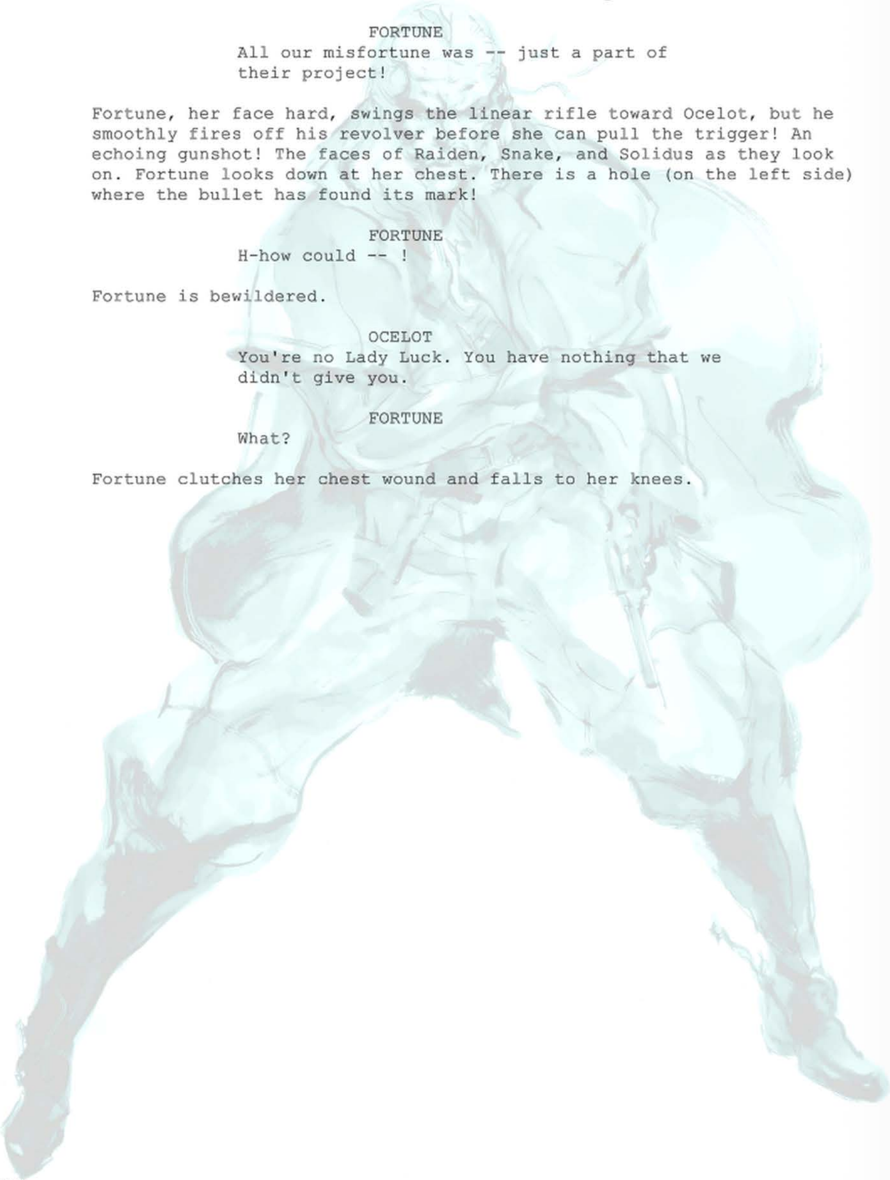
OCELOT
Solidus, you and the boy were selected because your relationship resembles the one between Snake and Big Boss.

OCELOT
Fortune, you and the rest of Dead Cell stand in for the FOXHOUND squad that Snake took on in Shadow Moses. You're the most impressive collection of freaks outside of FOXHOUND. We've gone to a lot of trouble to set you up against the boy. That story about purified hydrogen bombs is just the tip of the iceberg.

OCELOT
The project was already underway when I sunk that tanker along with your old man two years ago. Throwing your husband in the brig was a part of it too.

OCELOT
You were told that the eradication of Dead Cell six months ago was an act of the Patriots. We provoked and encouraged your hatred -- and you opted for vengeance, just as we planned.

FORTUNE
All orchestrated...?



OCELOT

Except for the appearance of the real Solid Snake. I wonder now, who sent for you...?

FORTUNE

All our misfortune was -- just a part of their project!

Fortune, her face hard, swings the linear rifle toward Ocelot, but he smoothly fires off his revolver before she can pull the trigger! An echoing gunshot! The faces of Raiden, Snake, and Solidus as they look on. Fortune looks down at her chest. There is a hole (on the left side) where the bullet has found its mark!

FORTUNE

H-how could -- !

Fortune is bewildered.

OCELOT

You're no Lady Luck. You have nothing that we didn't give you.

FORTUNE

What?

Fortune clutches her chest wound and falls to her knees.

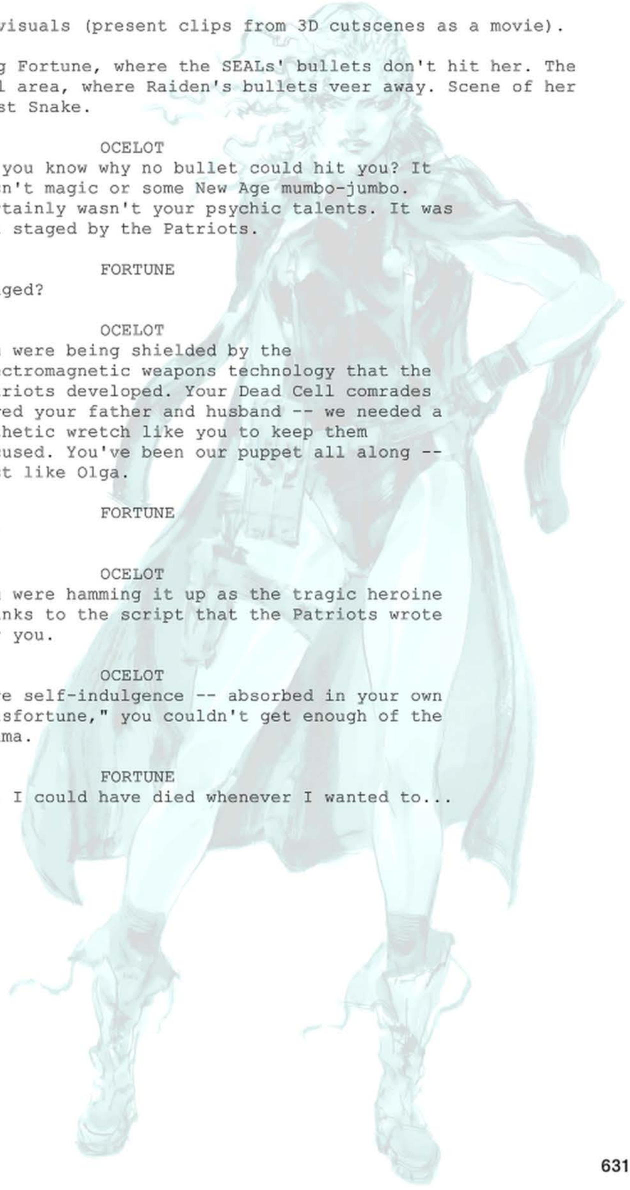
AG Surfaces 10

Movie Cutscene 4

(flashback)

Flashback: game visuals (present clips from 3D cutscenes as a movie).

Scene introducing Fortune, where the SEALs' bullets don't hit her. The infiltration pool area, where Raiden's bullets veer away. Scene of her facing off against Snake.



OCELOT

Do you know why no bullet could hit you? It wasn't magic or some New Age mumbo-jumbo. Certainly wasn't your psychic talents. It was all staged by the Patriots.

FORTUNE

Staged?

OCELOT

You were being shielded by the electromagnetic weapons technology that the Patriots developed. Your Dead Cell comrades loved your father and husband -- we needed a pathetic wretch like you to keep them focused. You've been our puppet all along -- just like Olga.

FORTUNE

No!

OCELOT

You were hamming it up as the tragic heroine thanks to the script that the Patriots wrote for you.

OCELOT

Pure self-indulgence -- absorbed in your own "misfortune," you couldn't get enough of the drama.

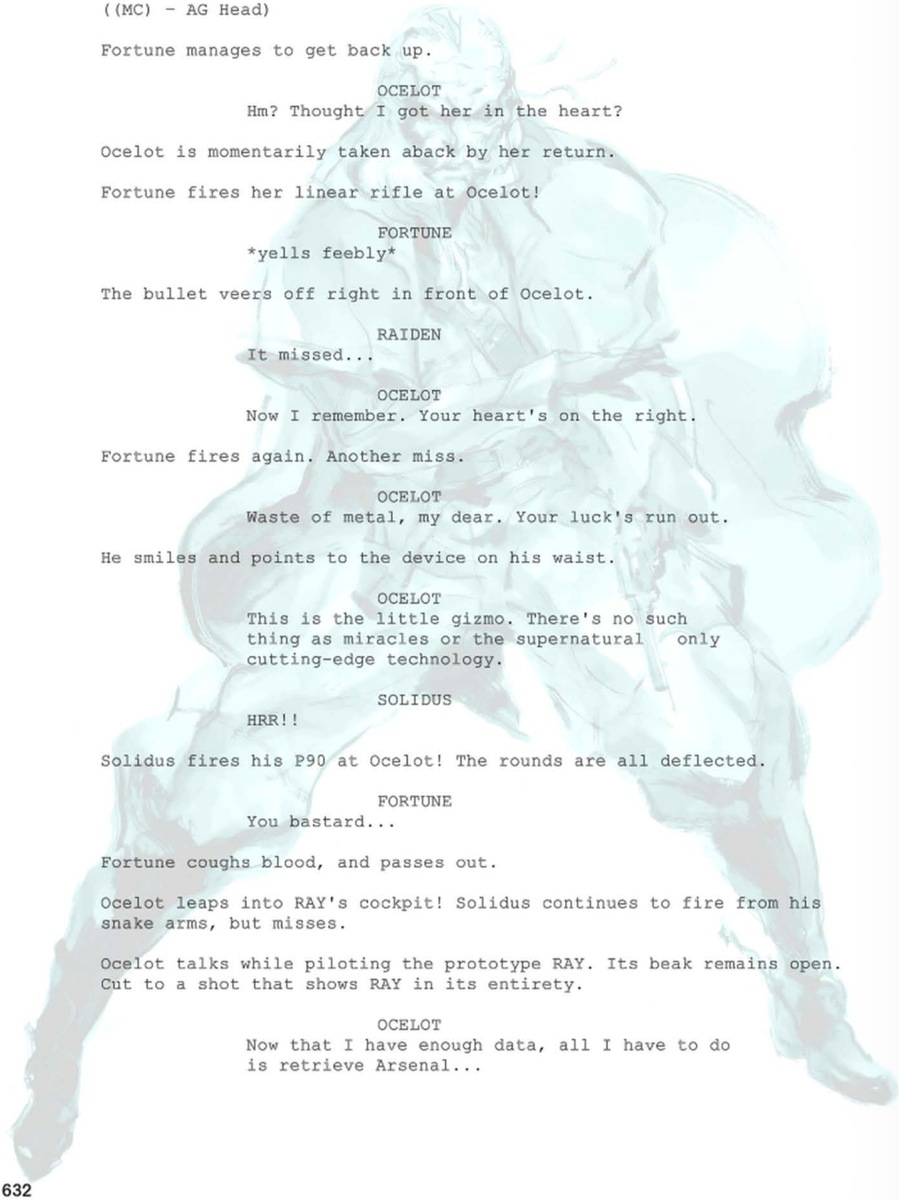
FORTUNE

... I could have died whenever I wanted to...

AG Surfaces 11

3D Cutscene 6

((MC) - AG Head)



Fortune manages to get back up.

OCELOT

Hm? Thought I got her in the heart?

Ocelot is momentarily taken aback by her return.

Fortune fires her linear rifle at Ocelot!

FORTUNE

yells feebly

The bullet veers off right in front of Ocelot.

RAIDEN

It missed...

OCELOT

Now I remember. Your heart's on the right.

Fortune fires again. Another miss.

OCELOT

Waste of metal, my dear. Your luck's run out.

He smiles and points to the device on his waist.

OCELOT

This is the little gizmo. There's no such thing as miracles or the supernatural   only cutting-edge technology.

SOLIDUS

HRR!!

Solidus fires his P90 at Ocelot! The rounds are all deflected.

FORTUNE

You bastard...

Fortune coughs blood, and passes out.

Ocelot leaps into RAY's cockpit! Solidus continues to fire from his snake arms, but misses.

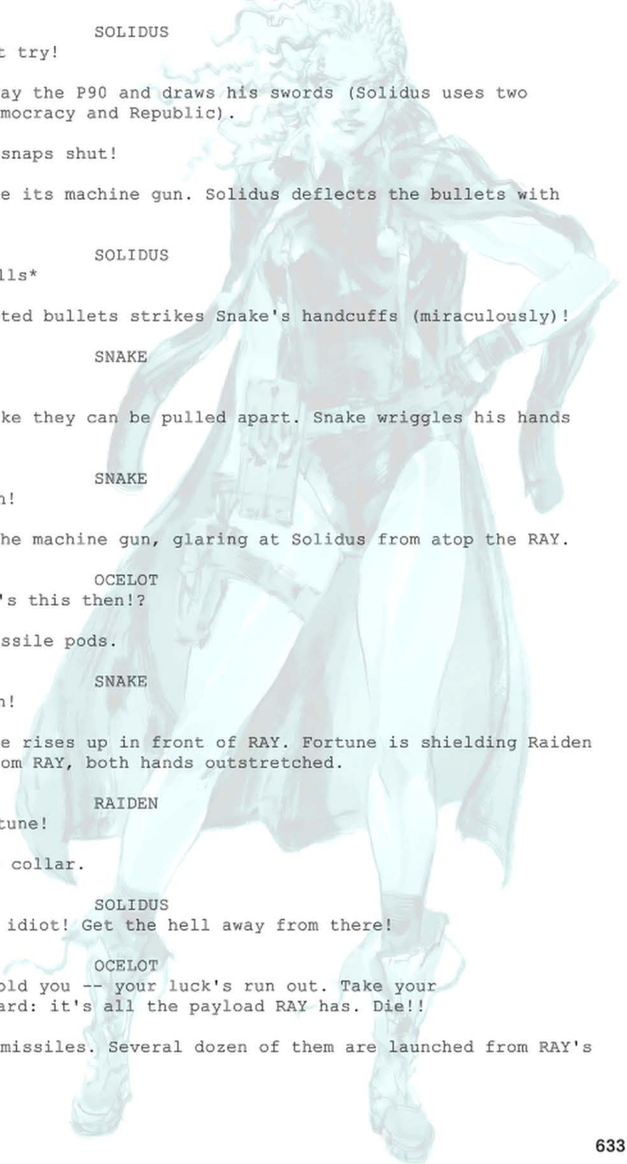
Ocelot talks while piloting the prototype RAY. Its beak remains open. Cut to a shot that shows RAY in its entirety.

OCELOT

Now that I have enough data, all I have to do is retrieve Arsenal...

OCELOT
... and clean up the refuse from the exercise.

RAY's machine gun turns toward the motley group.



SOLIDUS
Just try!

Solidus tosses away the P90 and draws his swords (Solidus uses two blades, called Democracy and Republic).

The steel collar snaps shut!

RAY starts to fire its machine gun. Solidus deflects the bullets with both swords.

SOLIDUS
yells

One of the deflected bullets strikes Snake's handcuffs (miraculously)!

SNAKE
!?

The cuffs look like they can be pulled apart. Snake wriggles his hands around.

SNAKE
Argh!

Ocelot retracts the machine gun, glaring at Solidus from atop the RAY.

OCELOT
How's this then!?

He opens RAY's missile pods.

SNAKE
Damn!

Suddenly, a figure rises up in front of RAY. Fortune is shielding Raiden and the others from RAY, both hands outstretched.

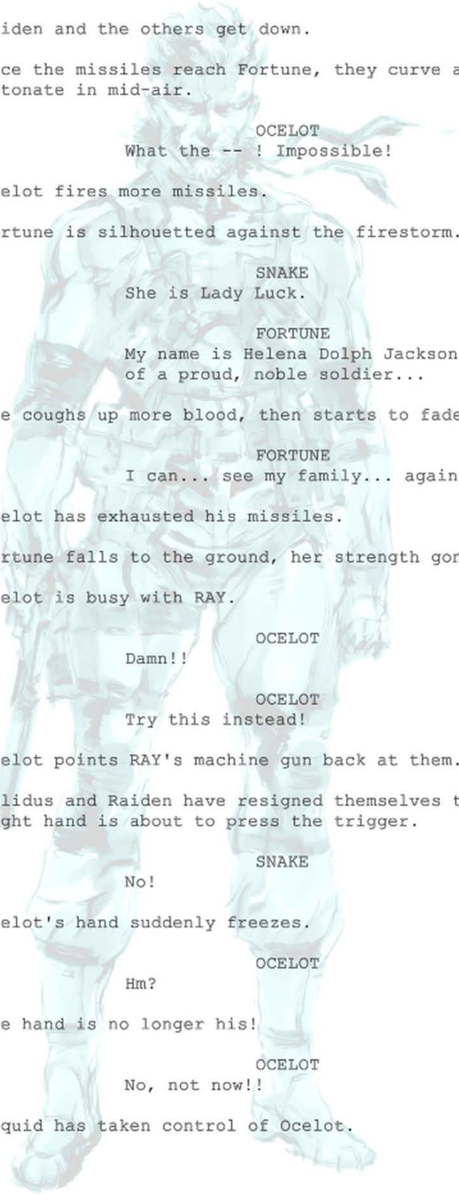
RAIDEN
Fortune!

Solidus opens his collar.

SOLIDUS
You idiot! Get the hell away from there!

OCELOT
I told you -- your luck's run out. Take your reward: it's all the payload RAY has. Die!!

Ocelot fires the missiles. Several dozen of them are launched from RAY's pods.



SNAKE
Everybody down!!!

Raiden and the others get down.

Once the missiles reach Fortune, they curve away from her and harmlessly detonate in mid-air.

OCELOT
What the -- ! Impossible!

Ocelot fires more missiles.

Fortune is silhouetted against the firestorm.

SNAKE
She is Lady Luck.

FORTUNE
My name is Helena Dolph Jackson. The daughter of a proud, noble soldier...

She coughs up more blood, then starts to fade.

FORTUNE
I can... see my family... again...

Ocelot has exhausted his missiles.

Fortune falls to the ground, her strength gone. She dies peacefully.

Ocelot is busy with RAY.

OCELOT
Damn!!

OCELOT
Try this instead!

Ocelot points RAY's machine gun back at them.

Solidus and Raiden have resigned themselves to imminent death. Ocelot's right hand is about to press the trigger.

SNAKE
No!

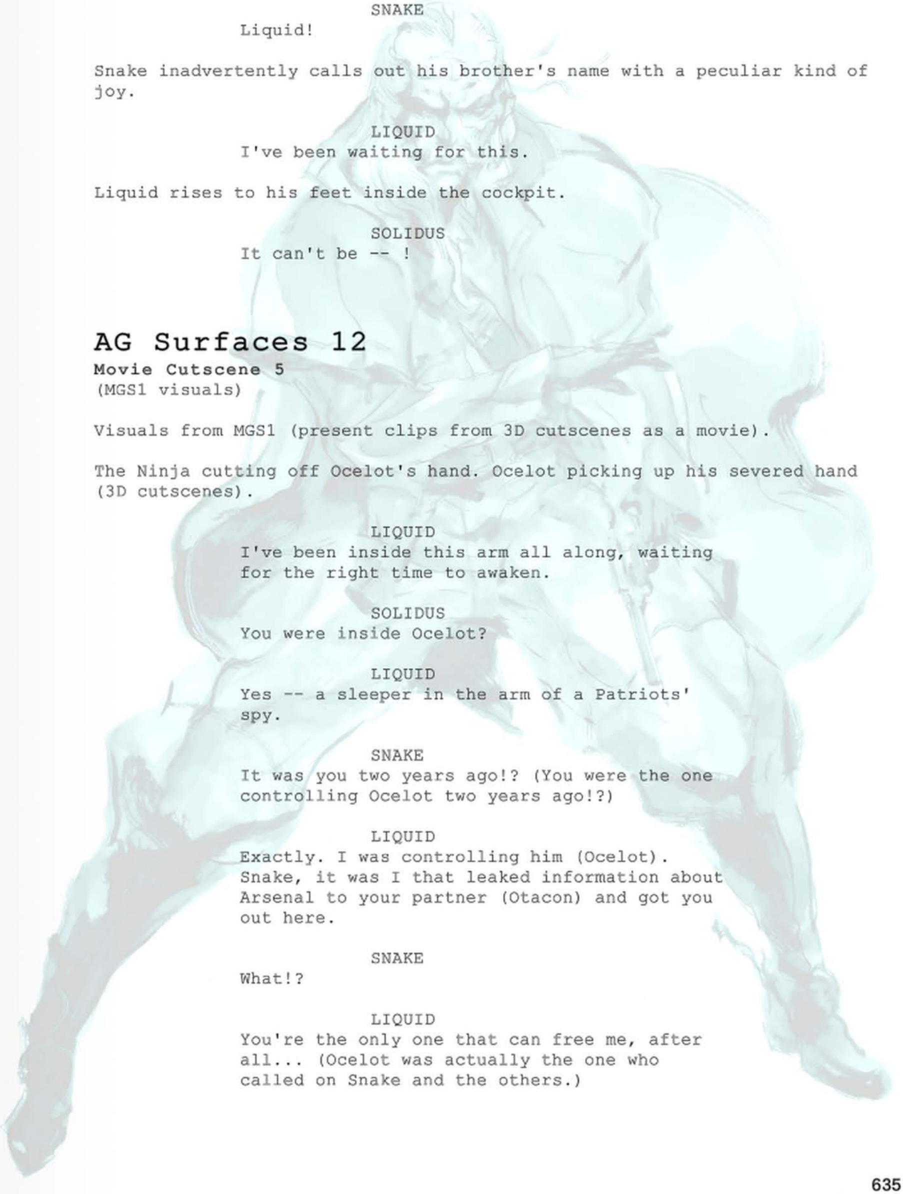
Ocelot's hand suddenly freezes.

OCELOT
Hm?

The hand is no longer his!

OCELOT
No, not now!!

Liquid has taken control of Ocelot.



LIQUID
Brothers!!

SNAKE
Liquid!

Snake inadvertently calls out his brother's name with a peculiar kind of joy.

LIQUID
I've been waiting for this.

Liquid rises to his feet inside the cockpit.

SOLIDUS
It can't be -- !

AG Surfaces 12

Movie Cutscene 5

(MGS1 visuals)

Visuals from MGS1 (present clips from 3D cutscenes as a movie).

The Ninja cutting off Ocelot's hand. Ocelot picking up his severed hand (3D cutscenes).

LIQUID
I've been inside this arm all along, waiting for the right time to awaken.

SOLIDUS
You were inside Ocelot?

LIQUID
Yes -- a sleeper in the arm of a Patriots' spy.

SNAKE
It was you two years ago!? (You were the one controlling Ocelot two years ago!?)

LIQUID
Exactly. I was controlling him (Ocelot). Snake, it was I that leaked information about Arsenal to your partner (Otacon) and got you out here.

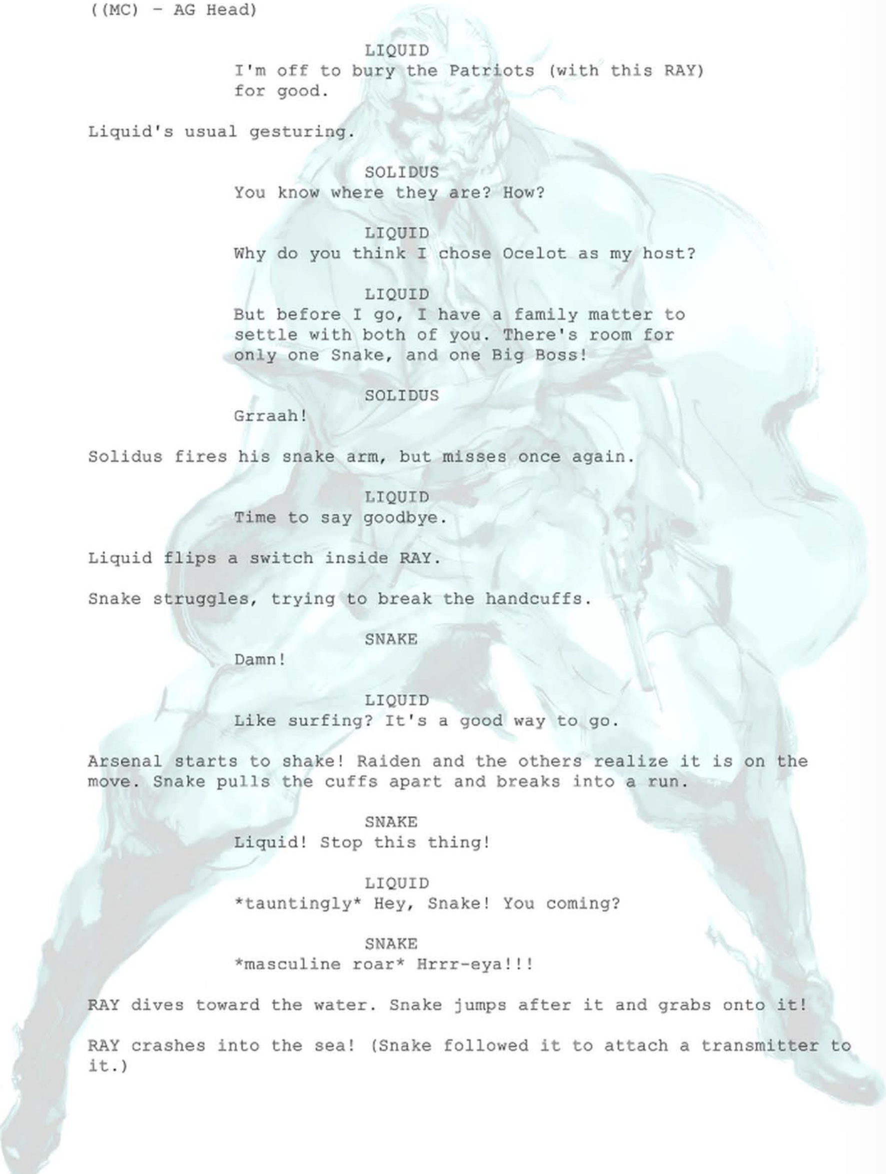
SNAKE
What!?

LIQUID
You're the only one that can free me, after all... (Ocelot was actually the one who called on Snake and the others.)

AG Surfaces 13

3D Cutscene 7

((MC) - AG Head)



LIQUID
I'm off to bury the Patriots (with this RAY) for good.

Liquid's usual gesturing.

SOLIDUS
You know where they are? How?

LIQUID
Why do you think I chose Ocelot as my host?

LIQUID
But before I go, I have a family matter to settle with both of you. There's room for only one Snake, and one Big Boss!

SOLIDUS
Grraah!

Solidus fires his snake arm, but misses once again.

LIQUID
Time to say goodbye.

Liquid flips a switch inside RAY.

Snake struggles, trying to break the handcuffs.

SNAKE
Damn!

LIQUID
Like surfing? It's a good way to go.

Arsenal starts to shake! Raiden and the others realize it is on the move. Snake pulls the cuffs apart and breaks into a run.

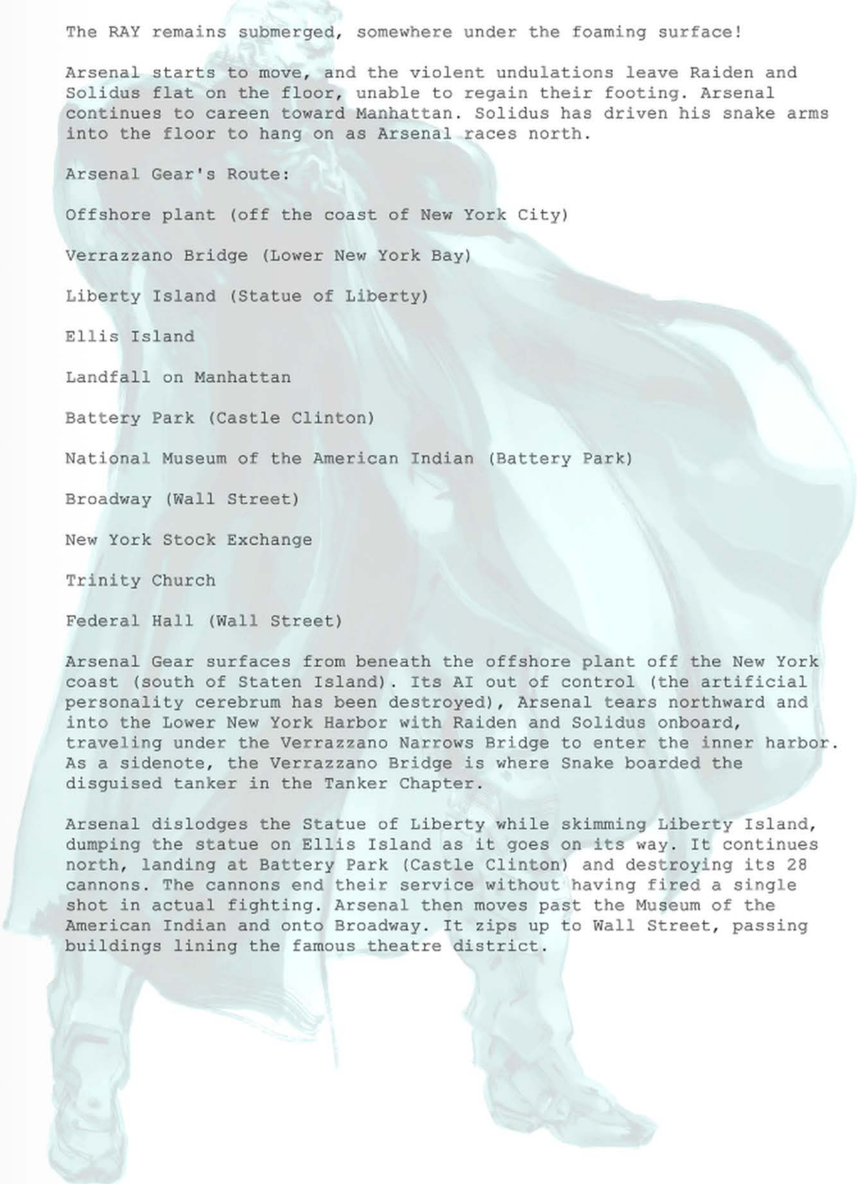
SNAKE
Liquid! Stop this thing!

LIQUID
tauntingly Hey, Snake! You coming?

SNAKE
masculine roar Hrrr-eya!!!

RAY dives toward the water. Snake jumps after it and grabs onto it!

RAY crashes into the sea! (Snake followed it to attach a transmitter to it.)



RAIDEN

Snaaaake!!

The RAY remains submerged, somewhere under the foaming surface!

Arsenal starts to move, and the violent undulations leave Raiden and Solidus flat on the floor, unable to regain their footing. Arsenal continues to careen toward Manhattan. Solidus has driven his snake arms into the floor to hang on as Arsenal races north.

Arsenal Gear's Route:

Offshore plant (off the coast of New York City)

Verrazzano Bridge (Lower New York Bay)

Liberty Island (Statue of Liberty)

Ellis Island

Landfall on Manhattan

Battery Park (Castle Clinton)

National Museum of the American Indian (Battery Park)

Broadway (Wall Street)

New York Stock Exchange

Trinity Church

Federal Hall (Wall Street)

Arsenal Gear surfaces from beneath the offshore plant off the New York coast (south of Staten Island). Its AI out of control (the artificial personality cerebrum has been destroyed), Arsenal tears northward and into the Lower New York Harbor with Raiden and Solidus onboard, traveling under the Verrazzano Narrows Bridge to enter the inner harbor. As a sidenote, the Verrazzano Bridge is where Snake boarded the disguised tanker in the Tanker Chapter.

Arsenal dislodges the Statue of Liberty while skimming Liberty Island, dumping the statue on Ellis Island as it goes on its way. It continues north, landing at Battery Park (Castle Clinton) and destroying its 28 cannons. The cannons end their service without having fired a single shot in actual fighting. Arsenal then moves past the Museum of the American Indian and onto Broadway. It zips up to Wall Street, passing buildings lining the famous theatre district.

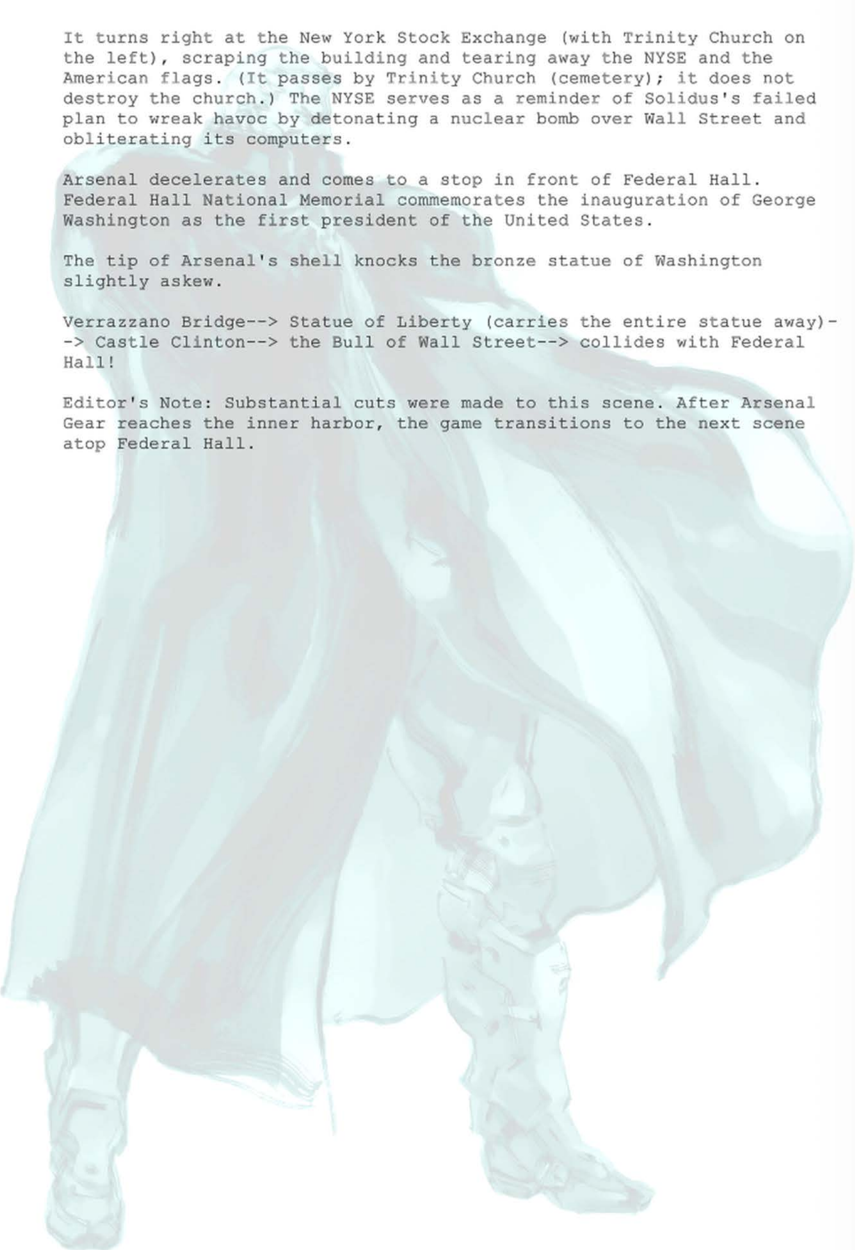
It turns right at the New York Stock Exchange (with Trinity Church on the left), scraping the building and tearing away the NYSE and the American flags. (It passes by Trinity Church (cemetery); it does not destroy the church.) The NYSE serves as a reminder of Solidus's failed plan to wreak havoc by detonating a nuclear bomb over Wall Street and obliterating its computers.

Arsenal decelerates and comes to a stop in front of Federal Hall. Federal Hall National Memorial commemorates the inauguration of George Washington as the first president of the United States.

The tip of Arsenal's shell knocks the bronze statue of Washington slightly askew.

Verrazzano Bridge--> Statue of Liberty (carries the entire statue away)--> Castle Clinton--> the Bull of Wall Street--> collides with Federal Hall!

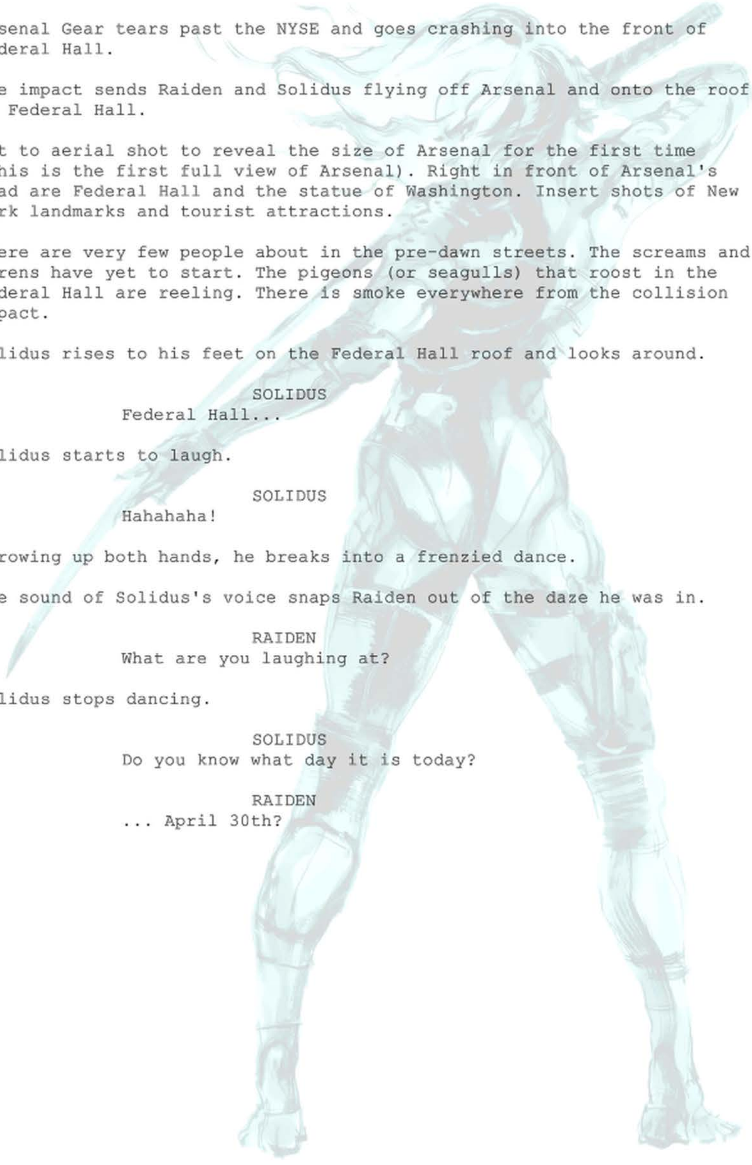
Editor's Note: Substantial cuts were made to this scene. After Arsenal Gear reaches the inner harbor, the game transitions to the next scene atop Federal Hall.



AG Surfaces 14

3D Cutscene 8

(MC + KF)



Arsenal Gear tears past the NYSE and goes crashing into the front of Federal Hall.

The impact sends Raiden and Solidus flying off Arsenal and onto the roof of Federal Hall.

Cut to aerial shot to reveal the size of Arsenal for the first time (this is the first full view of Arsenal). Right in front of Arsenal's head are Federal Hall and the statue of Washington. Insert shots of New York landmarks and tourist attractions.

There are very few people about in the pre-dawn streets. The screams and sirens have yet to start. The pigeons (or seagulls) that roost in the Federal Hall are reeling. There is smoke everywhere from the collision impact.

Solidus rises to his feet on the Federal Hall roof and looks around.

SOLIDUS
Federal Hall...

Solidus starts to laugh.

SOLIDUS
Hahahaha!

Throwing up both hands, he breaks into a frenzied dance.

The sound of Solidus's voice snaps Raiden out of the daze he was in.

RAIDEN
What are you laughing at?

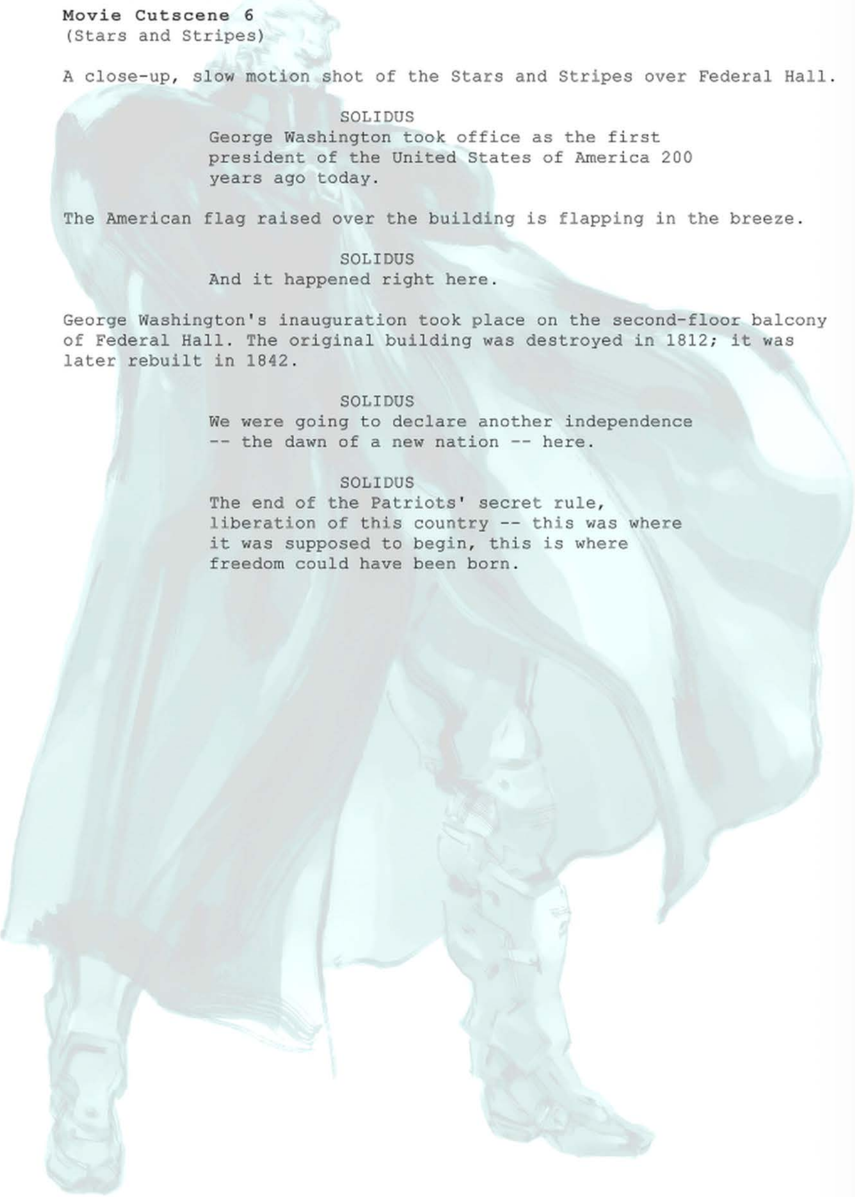
Solidus stops dancing.

SOLIDUS
Do you know what day it is today?

RAIDEN
... April 30th?

AG Surfaces 15

Movie Cutscene 6
(Stars and Stripes)



A close-up, slow motion shot of the Stars and Stripes over Federal Hall.

SOLIDUS
George Washington took office as the first president of the United States of America 200 years ago today.

The American flag raised over the building is flapping in the breeze.

SOLIDUS
And it happened right here.

George Washington's inauguration took place on the second-floor balcony of Federal Hall. The original building was destroyed in 1812; it was later rebuilt in 1842.

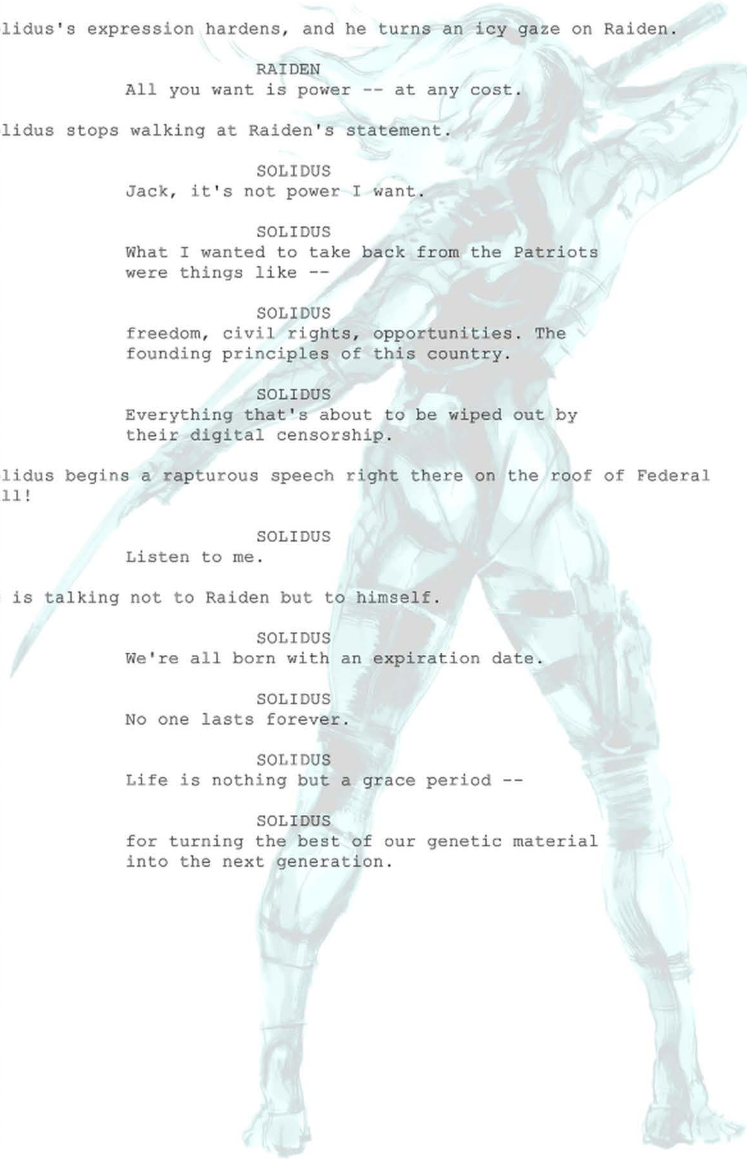
SOLIDUS
We were going to declare another independence -- the dawn of a new nation -- here.

SOLIDUS
The end of the Patriots' secret rule, liberation of this country -- this was where it was supposed to begin, this is where freedom could have been born.

AG Surfaces 16

3D Cutscene 9

((MC) - Federal Hall)



Solidus's expression hardens, and he turns an icy gaze on Raiden.

RAIDEN
All you want is power -- at any cost.

Solidus stops walking at Raiden's statement.

SOLIDUS
Jack, it's not power I want.

SOLIDUS
What I wanted to take back from the Patriots were things like --

SOLIDUS
freedom, civil rights, opportunities. The founding principles of this country.

SOLIDUS
Everything that's about to be wiped out by their digital censorship.

Solidus begins a rapturous speech right there on the roof of Federal Hall!

SOLIDUS
Listen to me.

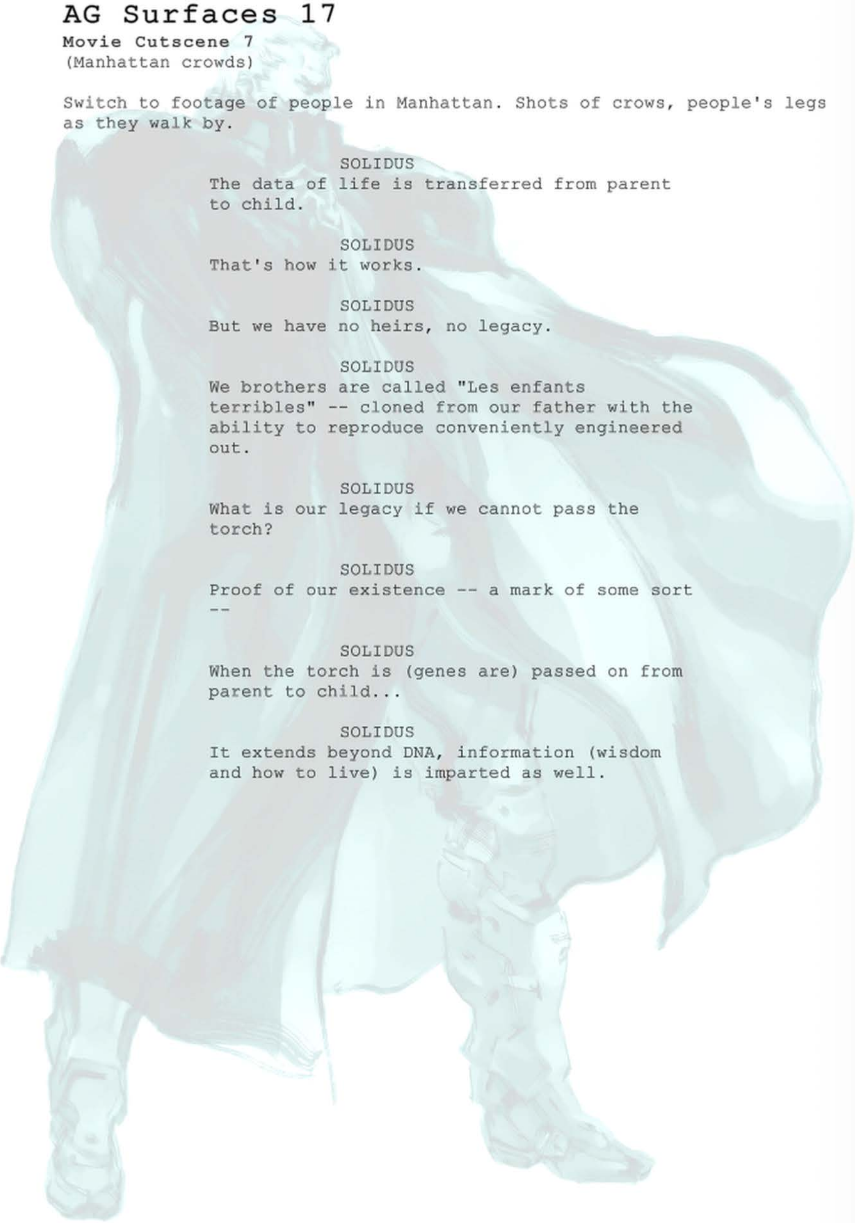
He is talking not to Raiden but to himself.

SOLIDUS
We're all born with an expiration date.

SOLIDUS
No one lasts forever.

SOLIDUS
Life is nothing but a grace period --

SOLIDUS
for turning the best of our genetic material into the next generation.



AG Surfaces 17

Movie Cutscene 7
(Manhattan crowds)

Switch to footage of people in Manhattan. Shots of crows, people's legs as they walk by.

SOLIDUS
The data of life is transferred from parent to child.

SOLIDUS
That's how it works.

SOLIDUS
But we have no heirs, no legacy.

SOLIDUS
We brothers are called "Les enfants terribles" -- cloned from our father with the ability to reproduce conveniently engineered out.

SOLIDUS
What is our legacy if we cannot pass the torch?

SOLIDUS
Proof of our existence -- a mark of some sort --

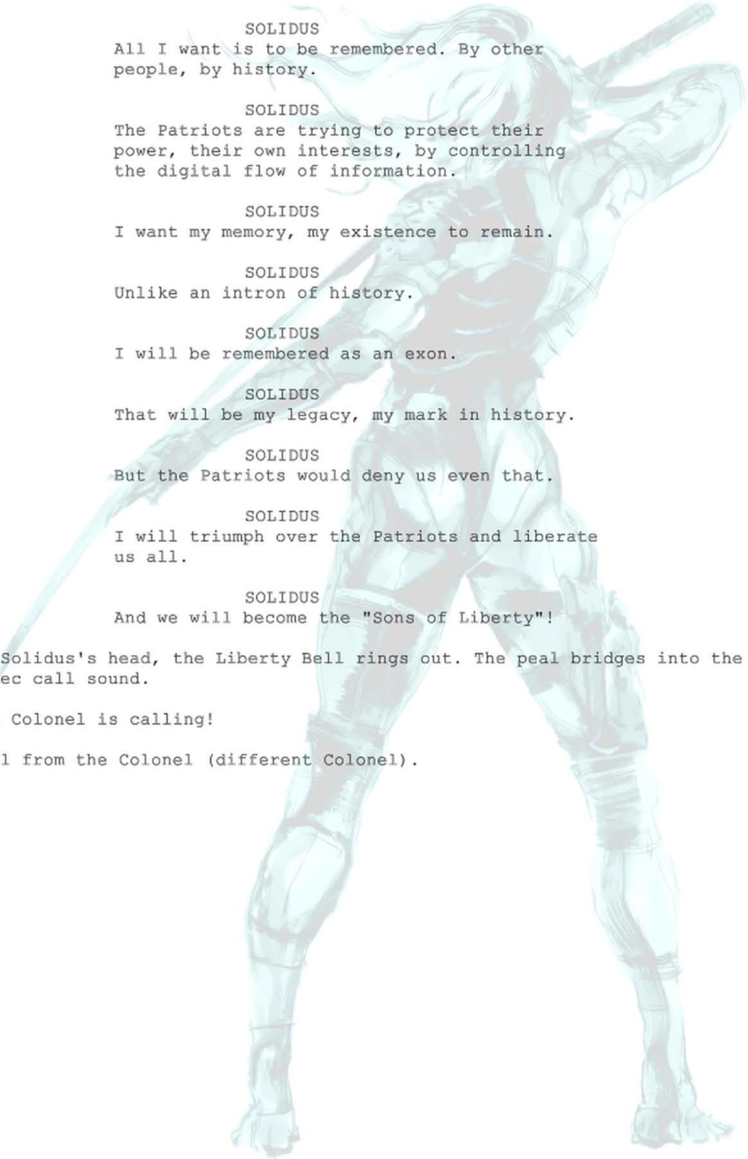
SOLIDUS
When the torch is (genes are) passed on from parent to child...

SOLIDUS
It extends beyond DNA, information (wisdom and how to live) is imparted as well.

AG Surfaces 18

3D Cutscene 10

((NM + KF) - Federal Hall)



SOLIDUS
All I want is to be remembered. By other people, by history.

SOLIDUS
The Patriots are trying to protect their power, their own interests, by controlling the digital flow of information.

SOLIDUS
I want my memory, my existence to remain.

SOLIDUS
Unlike an intron of history.

SOLIDUS
I will be remembered as an exon.

SOLIDUS
That will be my legacy, my mark in history.

SOLIDUS
But the Patriots would deny us even that.

SOLIDUS
I will triumph over the Patriots and liberate us all.

SOLIDUS
And we will become the "Sons of Liberty"!

In Solidus's head, the Liberty Bell rings out. The peal bridges into the Codec call sound.

The Colonel is calling!

Call from the Colonel (different Colonel).

AG Surfaces 19

Codec Call 1

(mandatory incoming call from the Colonel)

The Colonel's voice is now clearly an electronically synthesized one, occasionally switching to Rose's voice. No visual of the Colonel; static instead, with occasional insertion of visuals like MGS1 Colonel's Codec portrait. When it uses the Rose voice, Rose's model appears. Occasionally a skull model appears.

COLONEL
Raiden, are you receiving? We're (The Patriots are) still here.

RAIDEN
How's that possible!? The AI was destroyed!

COLONEL
Only GW... (Implying there are other AIs. The one speaking now is JFK.)

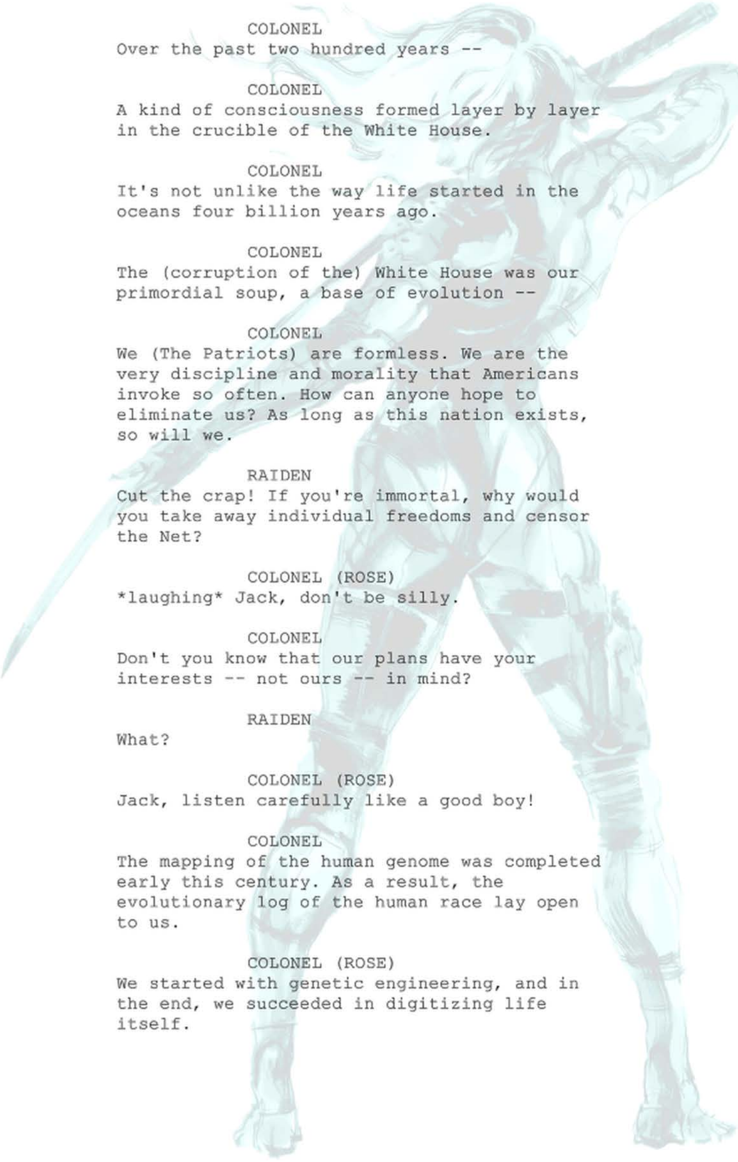
RAIDEN
Who are you?

COLONEL
To begin with -- we're not what you'd call -- human.

AG Surfaces 20

Codec Call 2

(the Colonel continues)



COLONEL

Over the past two hundred years --

COLONEL

A kind of consciousness formed layer by layer in the crucible of the White House.

COLONEL

It's not unlike the way life started in the oceans four billion years ago.

COLONEL

The (corruption of the) White House was our primordial soup, a base of evolution --

COLONEL

We (The Patriots) are formless. We are the very discipline and morality that Americans invoke so often. How can anyone hope to eliminate us? As long as this nation exists, so will we.

RAIDEN

Cut the crap! If you're immortal, why would you take away individual freedoms and censor the Net?

COLONEL (ROSE)

laughing Jack, don't be silly.

COLONEL

Don't you know that our plans have your interests -- not ours -- in mind?

RAIDEN

What?

COLONEL (ROSE)

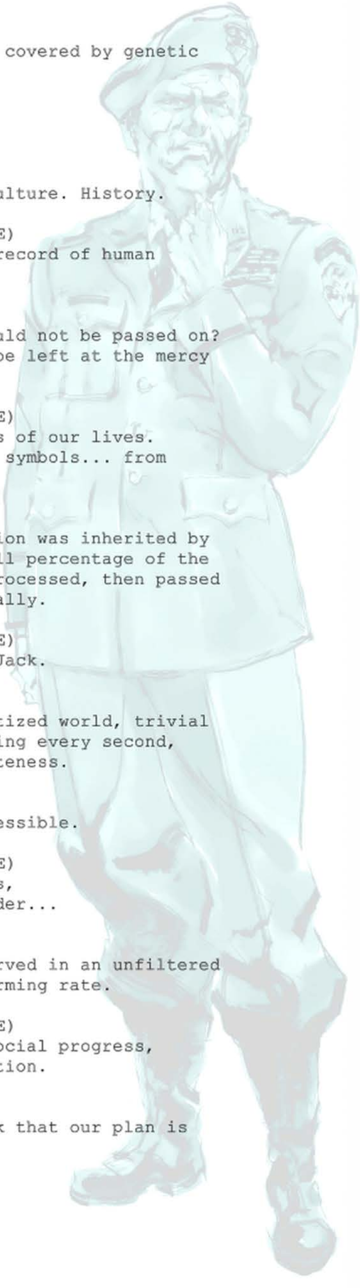
Jack, listen carefully like a good boy!

COLONEL

The mapping of the human genome was completed early this century. As a result, the evolutionary log of the human race lay open to us.

COLONEL (ROSE)

We started with genetic engineering, and in the end, we succeeded in digitizing life itself.



COLONEL
But there are things not covered by genetic information.

RAIDEN
What do you mean?

COLONEL
Human memories, ideas. Culture. History.

COLONEL (ROSE)
Genes don't contain any record of human history.

COLONEL
Is it something that should not be passed on? Should that information be left at the mercy of nature?

COLONEL (ROSE)
We've always kept records of our lives. Through words, pictures, symbols... from tablets to books...

COLONEL
But not all the information was inherited by later generations. A small percentage of the whole was selected and processed, then passed on. Not unlike genes, really.

COLONEL (ROSE)
That's what history is, Jack.

COLONEL
But in the current, digitized world, trivial information is accumulating every second, preserved in all its triteness.

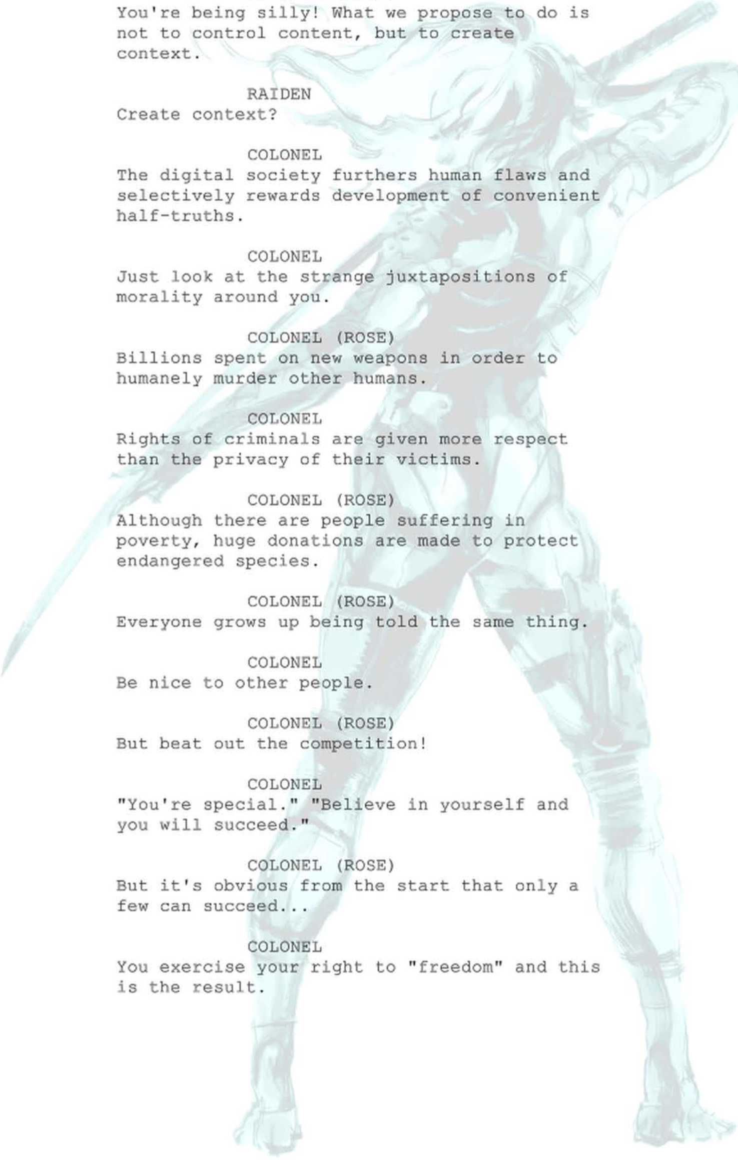
COLONEL
Never fading, always accessible.

COLONEL (ROSE)
Rumors about petty issues, misinterpretations, slander...

COLONEL
All this junk data preserved in an unfiltered state, growing at an alarming rate.

COLONEL (ROSE)
It will only slow down social progress, reduce the rate of evolution.

COLONEL
Raiden, you seem to think that our plan is one of censorship.



RAIDEN
Are you telling me it's not!?

COLONEL (ROSE)
You're being silly! What we propose to do is not to control content, but to create context.

RAIDEN
Create context?

COLONEL
The digital society furthers human flaws and selectively rewards development of convenient half-truths.

COLONEL
Just look at the strange juxtapositions of morality around you.

COLONEL (ROSE)
Billions spent on new weapons in order to humanely murder other humans.

COLONEL
Rights of criminals are given more respect than the privacy of their victims.

COLONEL (ROSE)
Although there are people suffering in poverty, huge donations are made to protect endangered species.

COLONEL (ROSE)
Everyone grows up being told the same thing.

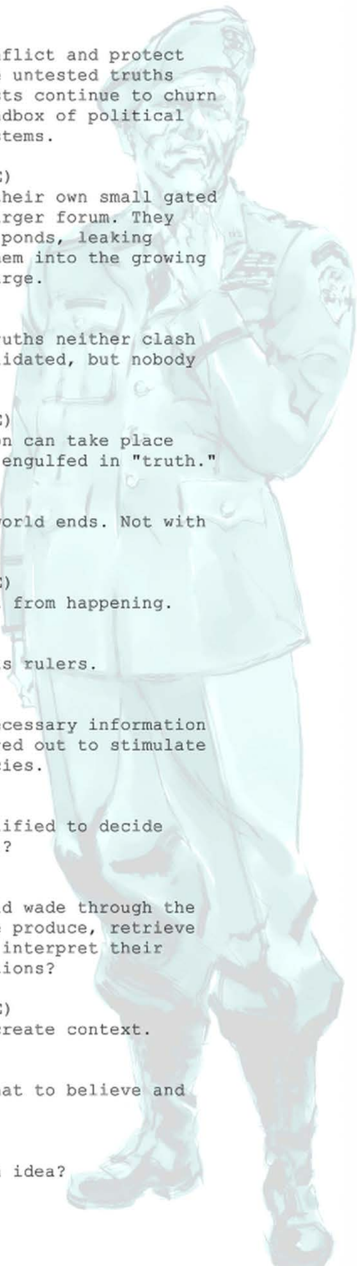
COLONEL
Be nice to other people.

COLONEL (ROSE)
But beat out the competition!

COLONEL
"You're special." "Believe in yourself and you will succeed."

COLONEL (ROSE)
But it's obvious from the start that only a few can succeed...

COLONEL
You exercise your right to "freedom" and this is the result.



COLONEL
All rhetoric to avoid conflict and protect each other from hurt. The untested truths spun by different interests continue to churn and accumulate in the sandbox of political correctness and value systems.

COLONEL (ROSE)
Everyone withdraws into their own small gated community, afraid of a larger forum. They stay inside their little ponds, leaking whatever "truth" suits them into the growing cesspool of society at large.

COLONEL
The different cardinal truths neither clash nor mesh. No one is invalidated, but nobody is right.

COLONEL (ROSE)
Not even natural selection can take place here. The world is being engulfed in "truth."

COLONEL
And this is the way the world ends. Not with a bang, but a whimper.

COLONEL (ROSE)
We're trying to stop that from happening.

COLONEL
It's our responsibility as rulers.

COLONEL
Just as in genetics, unnecessary information and memory must be filtered out to stimulate the evolution of the species.

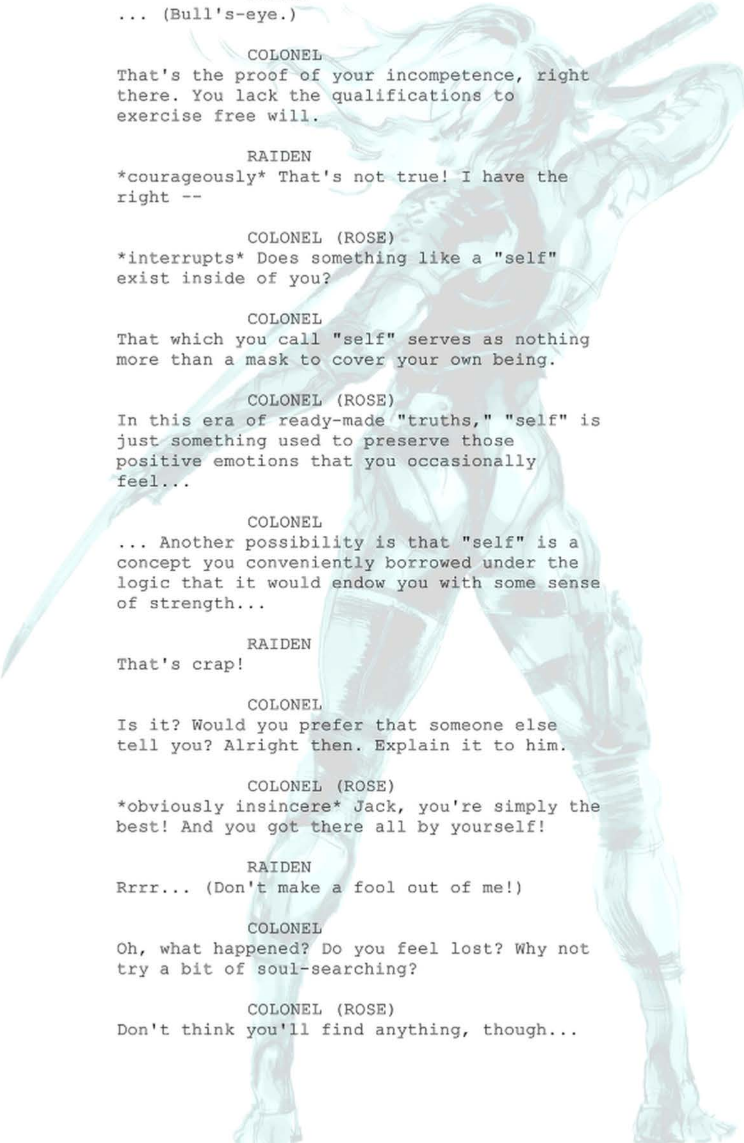
RAIDEN
And you think you're qualified to decide what's necessary and not!?

COLONEL
Absolutely. Who else could wade through the sea of garbage you people produce, retrieve valuable truths and even interpret their meaning for later generations?

COLONEL (ROSE)
That's what it means to create context.

RAIDEN
I'll decide for myself what to believe and what to pass on!

COLONEL
But is that even your own idea?



COLONEL (ROSE)
Or something Snake told you?

RAIDEN
... (Bull's-eye.)

COLONEL
That's the proof of your incompetence, right there. You lack the qualifications to exercise free will.

RAIDEN
courageously That's not true! I have the right --

COLONEL (ROSE)
interrupts Does something like a "self" exist inside of you?

COLONEL
That which you call "self" serves as nothing more than a mask to cover your own being.

COLONEL (ROSE)
In this era of ready-made "truths," "self" is just something used to preserve those positive emotions that you occasionally feel...

COLONEL
... Another possibility is that "self" is a concept you conveniently borrowed under the logic that it would endow you with some sense of strength...

RAIDEN
That's crap!

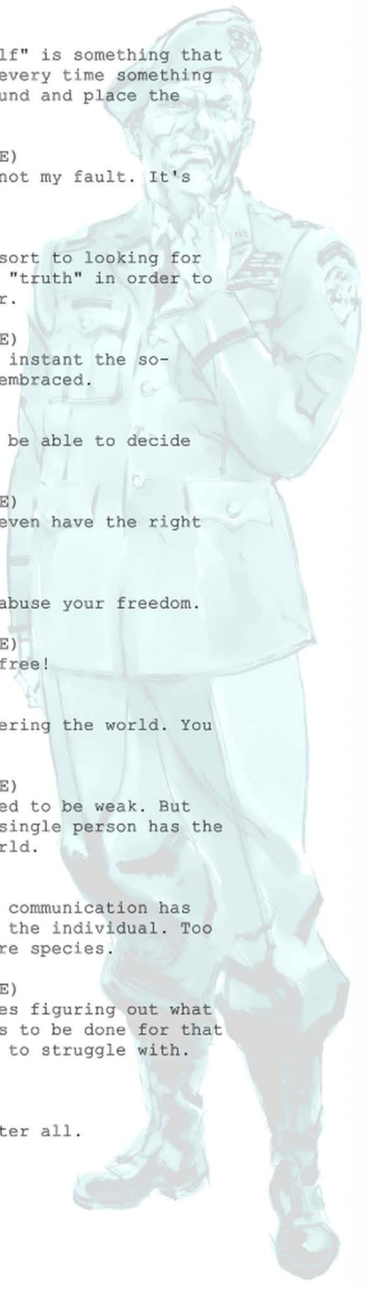
COLONEL
Is it? Would you prefer that someone else tell you? Alright then. Explain it to him.

COLONEL (ROSE)
obviously insincere Jack, you're simply the best! And you got there all by yourself!

RAIDEN
Rrrr... (Don't make a fool out of me!)

COLONEL
Oh, what happened? Do you feel lost? Why not try a bit of soul-searching?

COLONEL (ROSE)
Don't think you'll find anything, though...



COLONEL
Ironic that although "self" is something that you yourself fashioned, every time something goes wrong, you turn around and place the blame on something else.

COLONEL (ROSE)
mimicking Raiden It's not my fault. It's not your fault.

COLONEL
In denial, you simply resort to looking for another, more convenient "truth" in order to make yourself feel better.

COLONEL (ROSE)
... leaving behind in an instant the so-called "truth" you once embraced.

COLONEL
Should someone like that be able to decide what is "truth"?

COLONEL (ROSE)
Should someone like you even have the right to decide?

COLONEL
You've done nothing but abuse your freedom.

COLONEL (ROSE)
You don't deserve to be free!

COLONEL
We're not the ones smothering the world. You are.

COLONEL (ROSE)
The individual is supposed to be weak. But far from powerless -- a single person has the potential to ruin the world.

COLONEL
And the age of digitized communication has given even more power to the individual. Too much power for an immature species.

COLONEL (ROSE)
Building a legacy involves figuring out what is wanted, and what needs to be done for that goal. All this, you used to struggle with. Now, we think for you.

COLONEL
We are your guardians after all.

RAIDEN
You want to control human thought? Human behavior?

COLONEL
Of course. Anything can be quantified nowadays. That's what this exercise was designed to prove.

COLONEL (ROSE)
You fell in love with me just as you were meant to, after all. Isn't that right, Jack?

COLONEL
Ocelot was not told the whole truth, to say the least.

COLONEL (ROSE)
We rule an entire nation-- of what interest would a single soldier, no matter how able, be to us?

COLONEL
The S3 Plan does not stand for Solid Snake Simulation.

COLONEL
What it does stand for is Selection for Societal Sanity...

AG Surfaces 21

Movie Cutscene 9

(in-game visuals)

Title screen, node screen, MGS1 title screen, VR screen...

COLONEL
The S3 is a system for controlling human will and consciousness. S3 is not you, a soldier trained in the image of Solid Snake. It is -- a method, a protocol, that created a circumstance that made you what you are.

COLONEL (ROSE)
So you see, we're the S3. Not you.

AG Surfaces 22

Codec Call 3

(the Colonel continues)

COLONEL
What you experienced was the final test of its effectiveness.

RAIDEN
That's crazy...

COLONEL
You heard what President Johnson said.

COLONEL (PRESIDENT)
The Arsenal's "GW" system is the key to their supremacy.

COLONEL
The objective of this exercise was to establish such a method.

AG Surfaces 23

Movie Cutscene 10

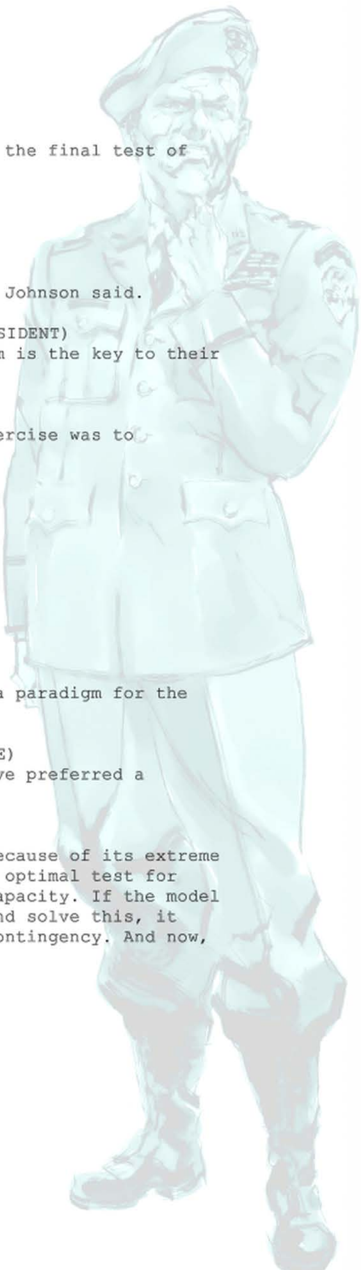
(game visuals)

Clips of 3D cutscenes from MGS1.

COLONEL
We used Shadow Moses as a paradigm for the exercise.

COLONEL (ROSE)
I wonder if you would have preferred a fantasy setting?

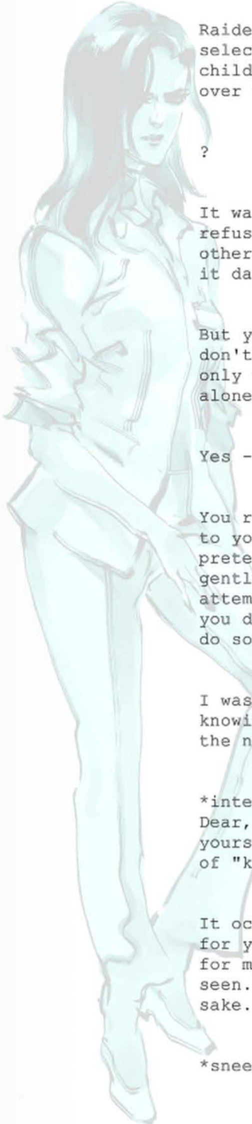
COLONEL
We chose that backdrop because of its extreme circumstances. It was an optimal test for S3's crisis management capacity. If the model could trigger, control and solve this, it would be ready for any contingency. And now, we have our proof.



AG Surfaces 24

Codec Call 4

(the Colonel continues)



COLONEL
Raiden, there are also reasons behind your selection. Solidus raised plenty of other child soldiers. Do you know why we chose you over them?

RAIDEN
?

COLONEL
It was because you were the only one who refused to acknowledge the past. All the others remember what they were, and pay for it daily.

COLONEL (ROSE)
But you turn your back on everything you don't like. You do whatever you like, see only the things you like, and for yourself alone.

COLONEL
Yes -- Rose can attest to that.

COLONEL (ROSE)
You refused to see me for what I was. I lied to you, but I wanted to be caught. You pretended to be understanding, to be a gentleman... You never made a conscious attempt to reach out to me... The only time you did was when I gave you no choice but to do so...

RAIDEN
I was just trying not to... (He reacts, even knowing this Rose is a fake, becase she hits the nail on the head.)

COLONEL (ROSE)
interrupts What? "Trying not to hurt me?" Dear, the one you were trying not to hurt was yourself! Avoiding the truth under the guise of "kindness" is all that you did!

COLONEL (ROSE)
It occurred to you to do nothing but look out for yourself. Even if you claim that it was for my sake, that feeling was nowhere to be seen. In the end, everything was for your sake... I was never part of the picture.

COLONEL
sneers Ha, ha, ha... exactly right.

COLONEL
So you see, you're a perfect representative of the masses we need to protect. This is why we chose you.

COLONEL
You accepted the fiction we've provided, obeyed our orders and did everything you were told to. The exercise is a resounding success.

COLONEL (EMMA)
Didn't I tell you that GW was still incomplete? But not anymore, thanks to you.

COLONEL
Your persona, experiences, triumphs and defeats are nothing but byproducts. The real objective was ensuring that we could generate and manipulate them. It's taken a lot of time and money, but it was well worth it considering the results.

RAIDEN
...

COLONEL
I think that's enough talk. It's time for the final exercise.

COLONEL
Raiden, take Solidus down.

RAIDEN
Think again! I'm through doing what I'm told!

COLONEL
Oh really? Aren't you forgetting something?

COLONEL (OLGA)
If you die, my child dies.

COLONEL
The termination of vital signals from your nanomachines means the death of Olga's child.

COLONEL
Not to mention the death of Rose. She's wired the same way.

RAIDEN
Rose -- does she actually exist?

COLONEL (ROSE)
obviously insincere Of course I do, Jack!
You have to beLIEve me!

RAIDEN
Damn...

COLONEL
It will be a fight to the death.

COLONEL (ROSE)
Solidus, at least, wants you dead.

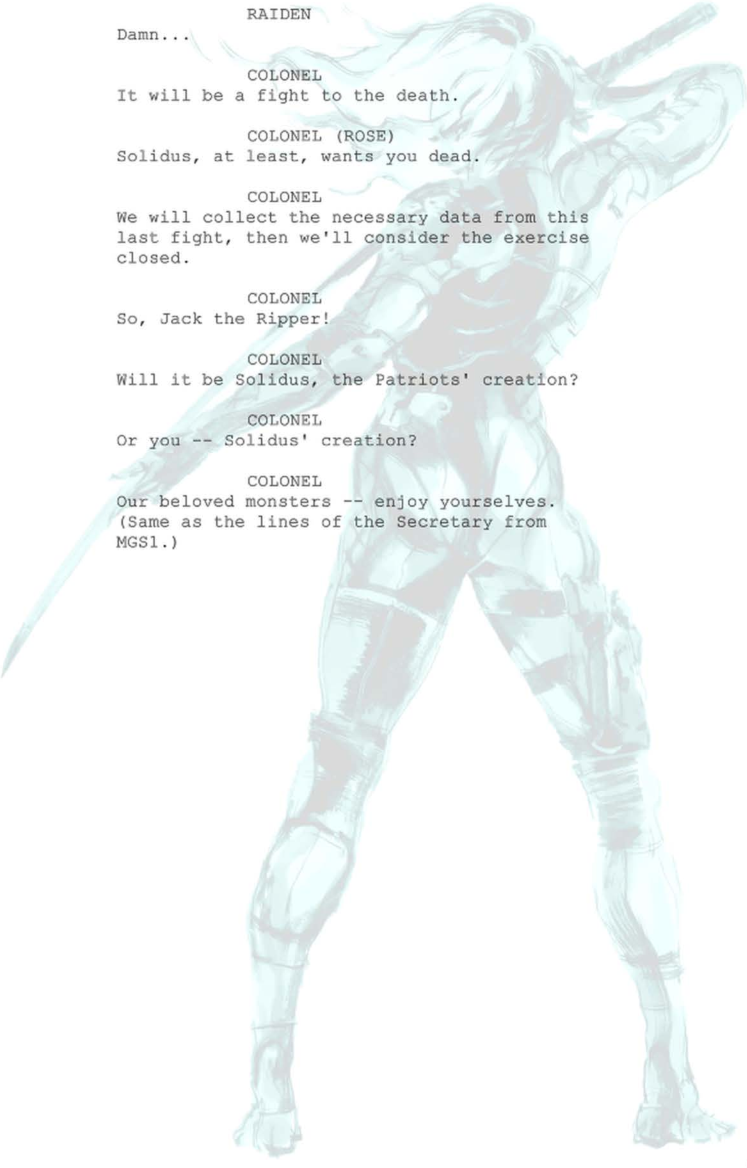
COLONEL
We will collect the necessary data from this last fight, then we'll consider the exercise closed.

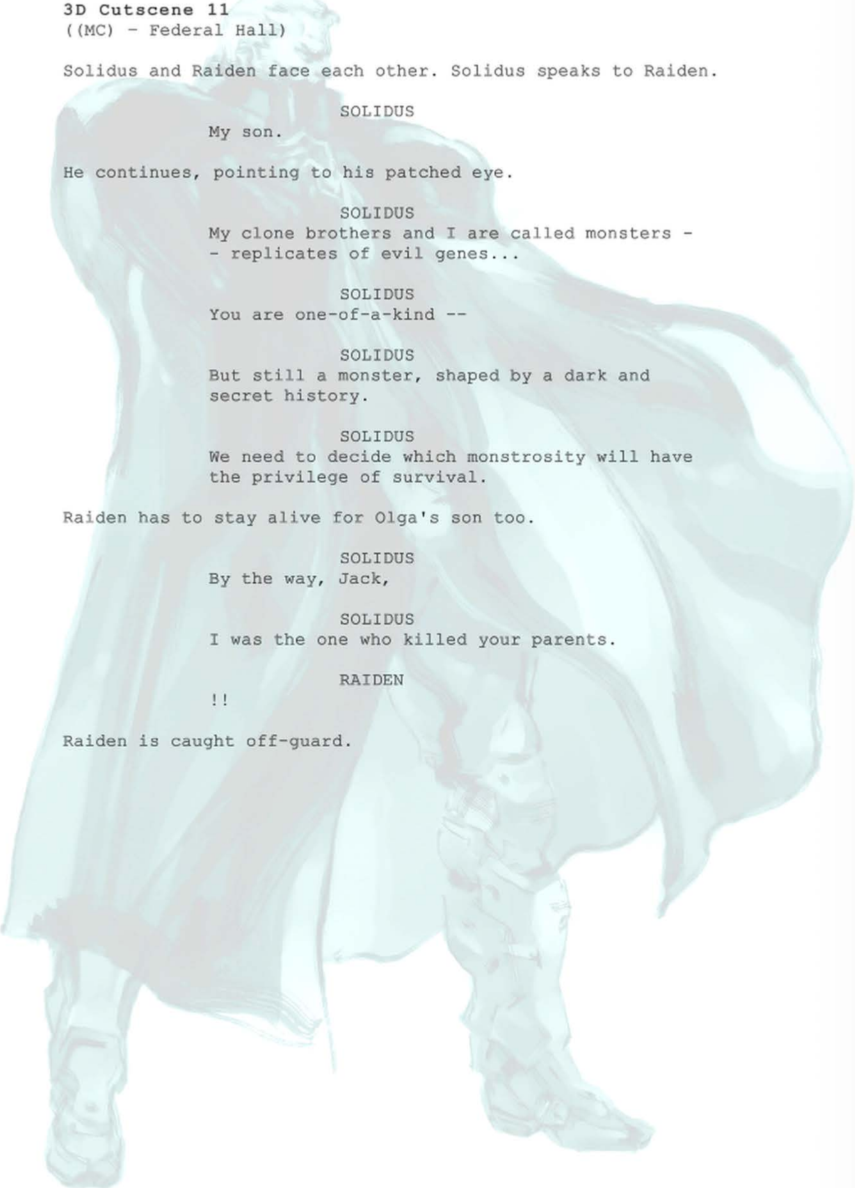
COLONEL
So, Jack the Ripper!

COLONEL
Will it be Solidus, the Patriots' creation?

COLONEL
Or you -- Solidus' creation?

COLONEL
Our beloved monsters -- enjoy yourselves.
(Same as the lines of the Secretary from MGS1.)





AG Surfaces 25

3D Cutscene 11

((MC) - Federal Hall)

Solidus and Raiden face each other. Solidus speaks to Raiden.

SOLIDUS
My son.

He continues, pointing to his patched eye.

SOLIDUS
My clone brothers and I are called monsters -- replicates of evil genes...

SOLIDUS
You are one-of-a-kind --

SOLIDUS
But still a monster, shaped by a dark and secret history.

SOLIDUS
We need to decide which monstrosity will have the privilege of survival.

Raiden has to stay alive for Olga's son too.

SOLIDUS
By the way, Jack,

SOLIDUS
I was the one who killed your parents.

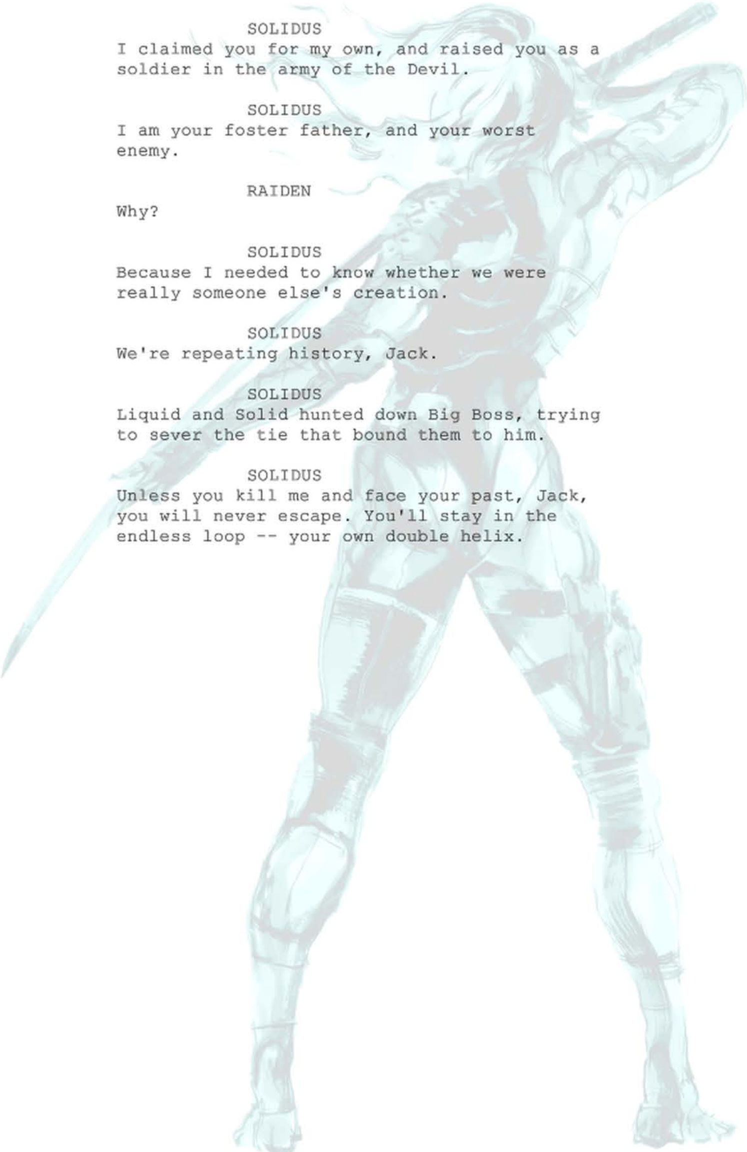
RAIDEN
!!

Raiden is caught off-guard.

AG Surfaces 26

Movie Cutscene 11

(real footage + PICT)



SOLIDUS

I claimed you for my own, and raised you as a soldier in the army of the Devil.

SOLIDUS

I am your foster father, and your worst enemy.

RAIDEN

Why?

SOLIDUS

Because I needed to know whether we were really someone else's creation.

SOLIDUS

We're repeating history, Jack.

SOLIDUS

Liquid and Solid hunted down Big Boss, trying to sever the tie that bound them to him.

SOLIDUS

Unless you kill me and face your past, Jack, you will never escape. You'll stay in the endless loop -- your own double helix.

AG Surfaces 27

3D Cutscene 12

((MC) - Federal Hall)

SOLIDUS

It's time we were both free.

He tosses Raiden's confiscated Ninja blade back to him.

The sword buries its point in the ground, severing Raiden's handcuffs in the process. He is now free.

SOLIDUS

I have other reasons for wanting you dead.

SOLIDUS

The clues to the Patriots inside GW have been erased, but there are other traces. Inside YOU.

RAIDEN

What?

SOLIDUS

The information is being carried by the nanomachines in your cerebral cortex, and throughout the neural network they formed.

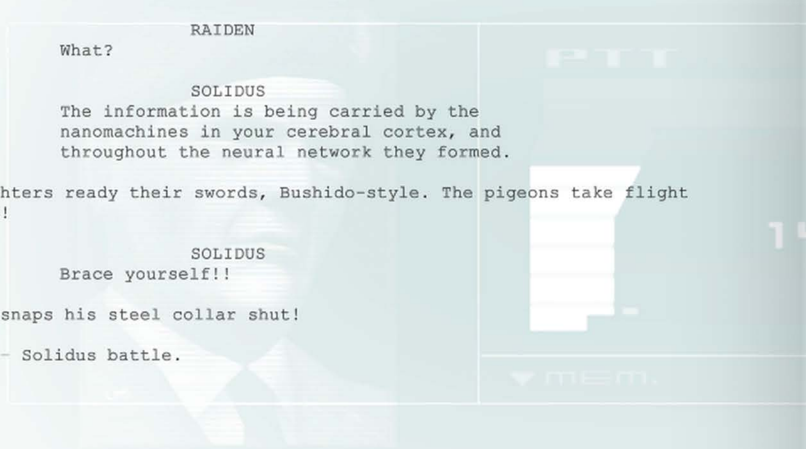
Both fighters ready their swords, Bushido-style. The pigeons take flight en masse!

SOLIDUS

Brace yourself!!

Solidus snaps his steel collar shut!

To game - Solidus battle.



Codec Conversations

•Colonel

After Vamp Sniping Event

Hurry to the Computer Room!

(1)

RAIDEN
Colonel, I've reached Shell 1.

COLONEL
Good. I see you managed to make it across the oil fence.

ROSE
Jack, hurry. Emma should already have reached the computer room.

(2)

COLONEL
The only way to stop Arsenal Gear is to have Emma introduce the virus you're carrying into the system.

COLONEL
There's not a second to lose. Get yourself to the computer room on the B2 level of Shell 1's core.

COLONEL
Emma is... not doing very well.

ROSE
Jack, hurry...

Strut E ladder

COLONEL
Raiden, the Oil Fence you crossed is at the bottom of that ladder.

COLONEL
You don't have the time to go back to the bottom of Strut E. Hurry to the Computer Room on B2 in the Shell 1 Core. Understood?

Strut E – Emma's blood

RAIDEN
Oh damn...

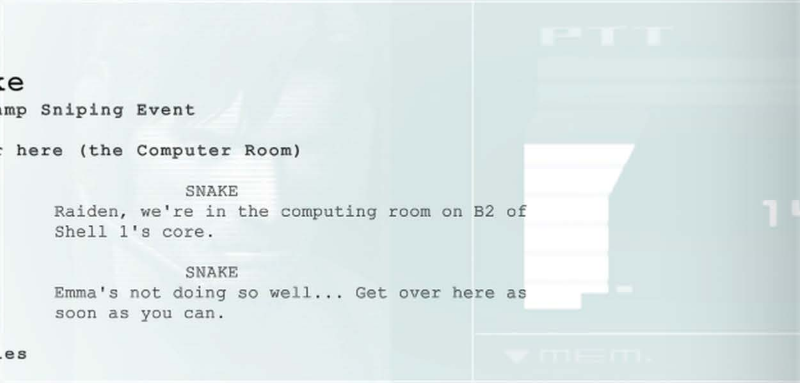
COLONEL
Yes. Emma's not doing so well.

RAIDEN
...

ROSE
Jack -- you did your best.

COLONEL
Raiden, Emma is waiting for you in the B2 level computer room of Shell 1's core. Get over there.

RAIDEN
... Got it.



•Snake

After Vamp Sniping Event

Get over here (the Computer Room)

SNAKE
Raiden, we're in the computing room on B2 of Shell 1's core.

SNAKE
Emma's not doing so well... Get over here as soon as you can.

No enemies

SNAKE
Most of the enemy personnel's been moved inside Arsenal Gear, including the search and destroy teams.

SNAKE
Even if you're sighted, you won't have to worry about the backup being called. Just hurry over here.

Door that won't open

SNAKE
Arsenal's launch has initiated a security lockout. Otacon's managed to override anything that leads to the computing room.

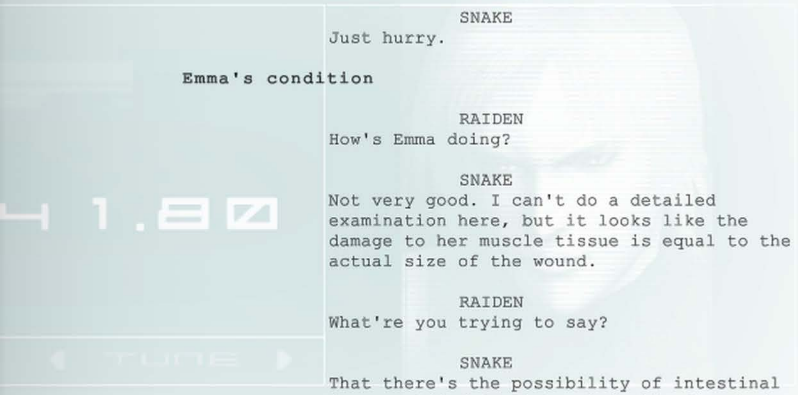
SNAKE
This is no time to get sidetracked. Hurry!

Near Emma's blood

RAIDEN
Snake -- how bad are Emma's injuries...?

SNAKE
It's about what you'd expect.

RAIDEN
...



SNAKE
Just hurry.

Emma's condition

RAIDEN
How's Emma doing?

SNAKE
Not very good. I can't do a detailed examination here, but it looks like the damage to her muscle tissue is equal to the actual size of the wound.

RAIDEN
What're you trying to say?

SNAKE
That there's the possibility of intestinal damage. Added to that, she's bleeding bad... losing blood pressure...

SNAKE
She needs abdominal surgery! But this ain't the place to do it!

SNAKE
I've plugged the wound as best as I can... but it isn't gonna be enough. She's running out of time. We have to hurry!

GW's security

OTACON
I did a quick inspection...

OTACON
Arsenal Gear's security system is similar to the antibiotic function of a living creature's immune system.

OTACON
Surveillance of the inner system is handled by periodic scans using a number of agents with the capacity for detecting data that doesn't belong in the system.

OTACON
Once the agents detect any invading data, the information is passed on to an antibody production system.

OTACON
From there, a program referred to as an antibody agent is autonomously produced to neutralize or eliminate the invading data.

OTACON
Added to that, there's a solid barrier existing between GW's optic neural net -- its physical and logical base -- and the other general nets.

OTACON
Referred to as the Bit Brain Barrier, this wall is a filtering system for preventing the infiltration of foreign data.

OTACON
This security system makes it very difficult to attack the system from the outside. I'm afraid nothing can be done without sufficient preparation...

FOXDIE

OTACON
Raiden, I asked E.E. about the disc you have in your possession.

OTACON
Basically, it's a set of computer worm programs.

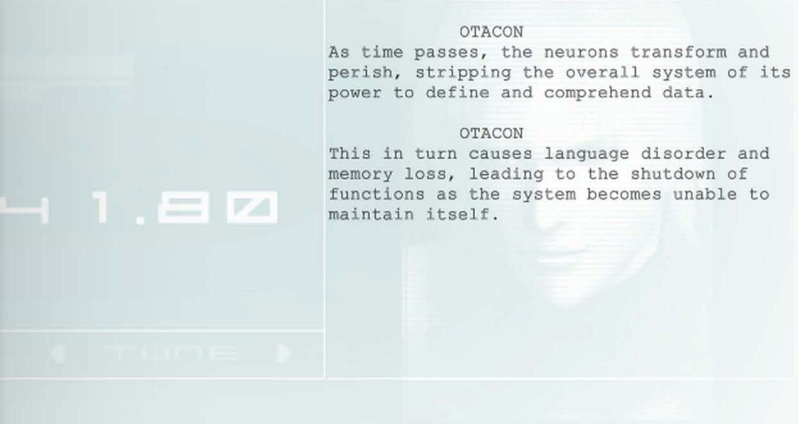
OTACON
Each worm is structured to mimic the data units that compose GW.

OTACON
As a result, GW's scan agents are unable to detect the program. In short, the program doesn't trigger GW's antibody production system.

OTACON
What's more, the program can penetrate the Bit Brain Barrier that surrounds GW.

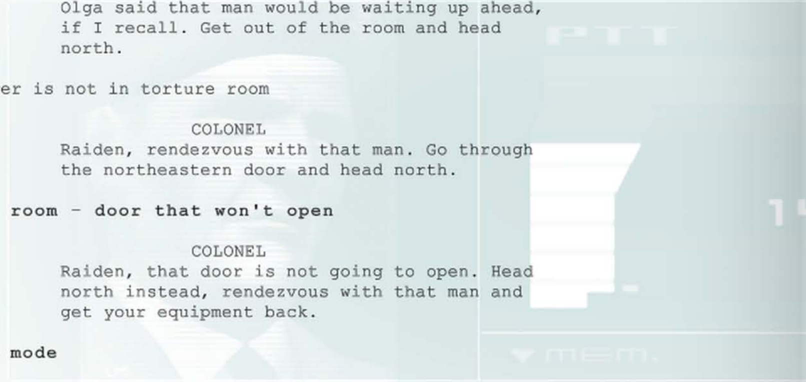
OTACON
Once the worm program enters the neural net, it transforms the surrounding neurons.

OTACON
The transformed neurons become solid and can no longer function as neural nets.



OTACON
As time passes, the neurons transform and perish, stripping the overall system of its power to define and comprehend data.

OTACON
This in turn causes language disorder and memory loss, leading to the shutdown of functions as the system becomes unable to maintain itself.



•Colonel

The Torture Room

Before being released

COLONEL
Raiden, those restraints aren't something you can remove yourself. Have faith in Olga and wait for her to deactivate them.

After being released - get out of there

COLONEL
Get your equipment back first or you won't be able to do much good. Rendezvous with that man and retrieve your gear.

*If player is in torture room

COLONEL
Olga said that man would be waiting up ahead, if I recall. Get out of the room and head north.

*If player is not in torture room

COLONEL
Raiden, rendezvous with that man. Go through the northeastern door and head north.

Torture room - door that won't open

COLONEL
Raiden, that door is not going to open. Head north instead, rendezvous with that man and get your equipment back.

Evasion mode

COLONEL
Raiden, are they on pursuit? Fighting is not an option without your weapons. Find some kind of cover fast.

COLONEL
Another tactic is to trick the enemy.

ROSE
You could pretend you're still in restraints.

Near the node

COLONEL
Raiden, get yourself logged into the node. With no weapons, you're going to need to rely heavily on the radar to stay out of sight. Proceed with extreme caution, understood?

•Colonel

Prior to Meeting Up with Snake

It's cold inside Arsenal

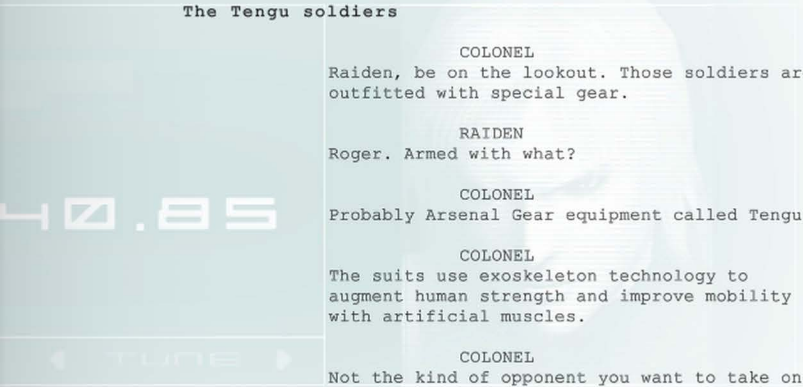
COLONEL
Raiden, temperatures in that area appear to be real low.

RAIDEN
Yeah. Just like a refrigerator.

COLONEL
Maybe to keep GW frozen. High temperatures are forbidden for fiber-optic neuro AI processors.

ROSE
Don't catch a cold.

The Tengu soldiers



COLONEL
Raiden, be on the lookout. Those soldiers are outfitted with special gear.

RAIDEN
Roger. Armed with what?

COLONEL
Probably Arsenal Gear equipment called Tengu.

COLONEL
The suits use exoskeleton technology to augment human strength and improve mobility with artificial muscles.

COLONEL
Not the kind of opponent you want to take on without your weapon or other equipment. You'll just have to move about without being seen. Understood?

Arsenal Gear Jejunum – mass-production model RAYs

RAIDEN
Colonel, is this -- ?

COLONEL
Right, the famous mass-production Metal Gear. That entire section seems to house a maintenance line for Metal Gears.

ROSE
worried Jack...

RAIDEN
... I'm all right.

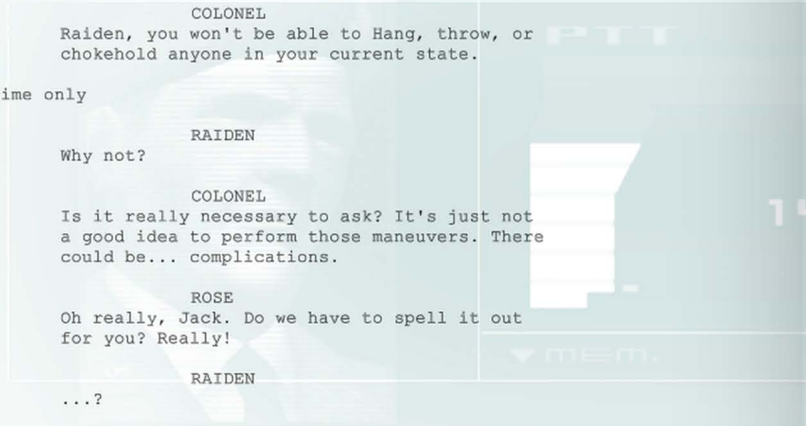
COLONEL
Those mass-production Metal Gears are in adjustment phase. They're not a threat.

COLONEL
But it's entirely possible that there's an operational Metal Gear somewhere ahead. Stay focused.

Link up with Snake

COLONEL
Raiden, rendezvous with that man and get your gear back. There's a door on the northeast, second level. Get yourself over there.

The problems of being naked



COLONEL
Raiden, you won't be able to Hang, throw, or chokehold anyone in your current state.

*First time only

RAIDEN
Why not?

COLONEL
Is it really necessary to ask? It's just not a good idea to perform those maneuvers. There could be... complications.

ROSE
Oh really, Jack. Do we have to spell it out for you? Really!

RAIDEN
...?

You take more damage when naked too

COLONEL
Raiden, with nothing to protect your body, any attack you sustain will cause greater damage than usual. Avoid combat at all costs.

•Snake

After Meeting Up with Snake, Before Fortune Encounter

Practice with that sword

SNAKE
Teach yourself how to handle the blade. You're going to need it at some point.

The sword

(1)

SNAKE
Use the right analog stick to control the blade. Move the stick up and down to swish up or down, and left and right to slice the blade horizontally.

(2)

SNAKE
Rotate the right analog stick to twirl the blade.

(3)

SNAKE
Push the right analog stick forward to get a stabbing strike. It has more reach and power than normal strikes, but you're also more open to counterattacks. Weigh the pros and cons well.

(4)

SNAKE
Push the Lock-on Button with the blade selected to block. With the Lock-on Button pressed, you'll be able to deflect enemy gunfire.

SNAKE
Be careful, though -- blocking works only for frontal attacks.

SNAKE
Every time you push the Weapon Button, you can turn the blade from the blade side to the back.

SNAKE
Using a back strike allows you to knock out the enemy without killing them.

Get over here once you're done practicing

SNAKE
Are you comfortable with the blade? The enemy's straight ahead. As soon as you're ready, we're off!

NPC Snake

*Taken damage (1)

SNAKE
Agh!

*Taken damage (2)

SNAKE
Urrgh!

*Taken damage (3)

SNAKE
Urrgh!

*Encouraging Raiden (1)

SNAKE
Raiden, are you all right!?

*Encouraging Raiden (2)

SNAKE
Nice work! We'll just stay on this course.

*Encouraging Raiden (3)

SNAKE
Use your blade. Don't let all that practice go to waste!

*Encouraging Raiden (4)

SNAKE
Watch your back, Raiden. You never know where they're going to pop up.

*Urging Raiden (1)

SNAKE
Raiden, come on!

*Urging Raiden (2)

SNAKE
Raiden, hurry up!

*Urging Raiden (3)

SNAKE
Don't fall behind!

*Urging Raiden (4)

SNAKE
What's the matter? Is that the best VR kids can do?

*Snake's Life low (1)

SNAKE
bearing with it with pride ... What? If you've got that kind of time to spare, worry about yourself instead.

*Snake's Life low (2)

SNAKE
bearing with it with pride ... I'm all right. You watch your back too.

*Snake's Life low (3)

SNAKE
bearing with it with pride Don't worry about me. It's just a scratch...

Giving the player a hint when things are quiet

*Arsenal Gear Ileum (1)

SNAKE
There's a door at the north end of this corridor. The enemy's on the other side. We'll rush it!

*Arsenal Gear Ileum (2)

SNAKE
They must be on the other side of the door at the north end of this corridor. Security will be tight, but we'll just have to break through it. Let's go!

Fighting alongside Snake

*Snake's lines when fighting with Raiden (the player) in Arsenal Gear

(1) Raiden is falling behind

SNAKE
What are you doing?

SNAKE
Hurry up!

SNAKE
You wanna be left behind?

(2) Snake charges ahead

SNAKE
We're going in!

SNAKE
Follow me!

SNAKE
Don't fall behind!

(3) Raiden is surrounded by the enemy

SNAKE
I'll cover you!

SNAKE
I'm on my way!

SNAKE
Go on ahead of me!

(4) Snake is doing a jump-out shot

SNAKE
Now! Go!

SNAKE
Get in there!

(5) Raiden's Life is low

SNAKE
You alright?

SNAKE
Don't push yourself.

(6) Snake throws Raiden an item

SNAKE
Use this!

SNAKE
Raiden, catch!

SNAKE
Raiden, take the item!

Head north - before Tengu waves

SNAKE
There's a ladder on the north side. According to Olga, the enemy is beyond that point. Let's move out.

Wipe 'em out - Tengu waves

SNAKE
Raiden, the only way through is to take them all out. We're going to have to do it.

•Otacon

After Meeting Up with Snake, Before Fortune Encounter

The Tengu soldiers

OTACON
Raiden, watch your back. Those men have special-issue equipment.

RAIDEN
These are the so-called Tengu commandos I've heard so much about?

OTACON
They have blades that bullets just glance off of. Fight it with your own blade. You've had time to practice, right?

OTACON
Even if they can bounce bullets back with their swords, they won't be able to deflect anything too low. Use the First Person View and fire at their feet.

The mass-production model RAYs

OTACON
Metal Gear RAY was originally designed by the Marines as a countermeasure against other Metal Gear variations.

OTACON
But the mass-produced model is only based on the Marines' design. It's been redesigned to guard Arsenal Gear.

OTACON
Now it protects another Metal Gear... I heard all this from Emma.

OTACON
It seems that the mass-production model Metal Gear RAYs have Cooperative Engagement Capability, with GW as the primary control system.

OTACON
Several RAYs can connect with Arsenal Gear and mutually exchange data.

OTACON
Within this unified domain, all RAYs can cooperatively manage threats through notification, pursuit, and interception -- all in a lifelike manner.

OTACON
All for one and one for all. There's no weak spot.

OTACON
When protected by a pack of RAYs, Arsenal Gear can move without cruisers or destroyers as escorts.

The Tengus' P90s

OTACON
Tengu soldiers carry the P90 Personal Defense Weapon. It lies somewhere in between a rifle and a pistol.

OTACON
The designers of the P90 and its ammunition focused on the convenience of a pistol and the penetrating power of a rifle.

OTACON
It fires the new 5.7 x 28mm cartridge.

OTACON

The lightweight rounds feature a projectile weight of 2.02g and a muzzle velocity of 715mps, and low recoil.

OTACON

Its piercing power is also quite high. It can penetrate an ordinary bulletproof vest at a distance of 100 meters.

OTACON

The body is made entirely of plastic, and perfectly symmetrical, so even left-handed shooters can easily use it.

OTACON

It carries a fifty-round magazine. The magazine is mounted on top, so it doesn't get in the way when firing from a prone position.

OTACON

But the biggest threats are its rapid firing rate and its accuracy. It's probably best to avoid a full-frontal assault.

*If player has the Blade

OTACON

If you use the blade to defend yourself, you should be able to deflect even the attacks of the P90.

The Tengus' combat suits

OTACON

Tengu soldiers wear a special kind of combat suit that was developed by DARPA. It seems to utilize some kind of exoskeletal technology.

OTACON

The suit encases the soldier in a layer of armor, and is outfitted with actuators which utilize artificial muscle tissue to amplify the soldier's strength and increase his chances of survival.

OTACON

Using the Human Strength Amplification provided by the artificial muscle, a soldier can move faster, travel farther, and carry heavier weapons than normal.

OTACON

In other words, he has superior scouting and combat abilities, and can basically dominate the battlefield.

OTACON

Any soldiers you face who are wearing this special kind of suit will be able to move with superhuman agility. Make sure you're prepared.

Tengu waves – basics

OTACON

The enemy is as desperate to stop you as you are to get past them. Taking them all out is the only way through. Do it!

Tengu waves – striking with the back of the blade

OTACON

If you don't want to kill, use the sword to hilt-strike someone and knock them unconscious.

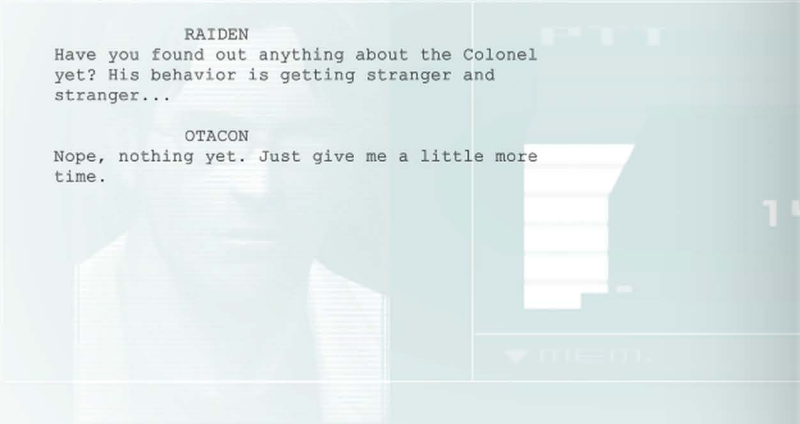
Before Otacon establishes the truth about the Colonel

RAIDEN

Have you found out anything about the Colonel yet? His behavior is getting stranger and stranger...

OTACON

Nope, nothing yet. Just give me a little more time.



•Otacon

Metal Gear RAY Battle

Use the Stinger

OTACON
Raiden, aim for RAY's head section with the Stinger missiles.

Use chaff

OTACON
The mass-production Metal Gear is unmanned. It's probably under the control of GW, the Arsenal Gear AI.

*Second and subsequent times

OTACON
A chaff attack should cause electronic interference and confuse RAY for a moment. Use the opportunity to fire a Stinger into it.

Use your blade

OTACON
Use the sword to deflect RAY's machine gun fire.

Putting quick change to use

OTACON
You can't move while you're aiming with the Stinger.

OTACON
But hitting the Weapon Equip Button will let you do a quick change of weapons.

OTACON
If you see RAY getting ready to attack, use the quick change to deselect the Stinger and get the hell out of there.

Stomping attack

OTACON
Approach RAY with extreme caution. There's no way you'll survive being stepped on.

OTACON
Even if you manage to get out of the way, you'd probably get knocked off your feet by the impact. You'd be wide open to an attack.

OTACON
However, if you drop and roll at just the right time, you should be able to get away without losing your footing.

The RAYs just keep on coming

*If player calls after defeating three or more RAYs

RAIDEN
Damn it! Take one down, another takes its place... How many are there?

*Second and subsequent times

OTACON
Raiden, don't give up! There's a lot of them, sure, but as long as you keep fighting, you have a chance! Fight!

Missiles are ineffective up close

OTACON
RAY's missile targeting system doesn't seem to be very effective against targets within close range.

OTACON
You could try going in really close.

Cartwheels

OTACON
For a last-ditch evasion from an attacking RAY, try dropping and rolling.

OTACON
A well-timed roll could come in handy.

RAY can't perform tight turns

OTACON
Mass-production RAY models were designed to flank Arsenal Gear.

OTACON
Their system probably isn't equipped to take on human opponents, and the scale of their movements should be larger and clumsier than yours.

OTACON
Keep moving and you'll have your chance. Don't give up!

Metal Gear missiles

OTACON
Raiden, watch out for RAY's guided missiles.

OTACON
They have HEAT warheads -- designed for anti-tank or anti-warship purposes, so it's probably not intended for anti-personnel use, but you still won't survive a direct assault.

OTACON
It's probably also equipped with an image-guided tracking head. The guidance system is quite advanced.

OTACON
But it's not designed as an anti-personnel weapon, so you should be able to jam it with some chaff.

OTACON
You should also be able to evade it if you keep moving. Dodge by rolling.

RAY's movements

OTACON
The engine system of Metal Gear RAY appears to be outfitted with artificial muscle tissue.

OTACON
The artificial muscle consists of actuators that resemble human muscle tissue. It's made of a macromolecular fiber that conducts electricity.

OTACON

This system is different from ordinary engines based on mechanical activators and oil pressure. It's capable of many different kinds of movement using a single kind of engine.

OTACON

In other words, it's capable of performing a complex series of motions smoothly and effortlessly.

OTACON

RAY's movements are both quick and precise. Be careful!

RAY's armor

OTACON

RAY's armor is made of a state-of-the-art ceramic-titanium alloy.

OTACON

A network of simple sensor arrays stretches around the body, including conductive nanotubes that connect the surface and the interior of the armor.

OTACON

When the condition of the armor changes, self-diagnostic systems located throughout the armor detect and respond to this change, like a network of autonomic reflex nerves.

OTACON

This acts as a damage control response system, performing functions such as shutting down a damaged section or rerouting signals through auxiliary circuits.

OTACON

At the same time, any holes and tears in the armor are repaired to some degree by a kind of "nanopaste" that's secreted automatically from valves near the damaged area.

OTACON

This nanopaste almost makes RAY seem like it's bleeding.

OTACON

You probably won't be able to pierce RAY's armor with the weapons you're carrying. You'll have to aim for the head, where the armor is relatively thin.

OTACON

Aim for the head using Stinger missiles.

RAY battle – its mouth is its weak point

OTACON
RAY shoots a jet of super-pressurized water from its mouth. Fundamentally, it's a hydro-cutter, but the power is on a completely different scale.

OTACON
The moment RAY opens its mouth is your chance to attack.

OTACON
Shooting a Stinger into RAY's mouth should inflict some real damage.

•Colonel

Solidus Battle

Solidus battle – lectured by the Patriots

COLONEL
Raiden, you have to beat Solidus! This is your last duty!

RAIDEN
We're not just pawns in some simulation game, you know!

ROSE
Yes, you are. You're nothing but mere weapons. No different from fighter jets or tanks.

RAIDEN
What the -- ?

COLONEL
The old model destroyed four years ago was "REX"...

ROSE
The new amphibious model is "RAY"...

COLONEL
Both of these are the same as the code names used by the U.S. Armed Forces to refer to Japanese war planes during World War 2.

ROSE
Your code name "Raiden" too, comes from the Japanese navy's name for one of its interceptors...

RAIDEN
Stop it! I'm not a weapon!!

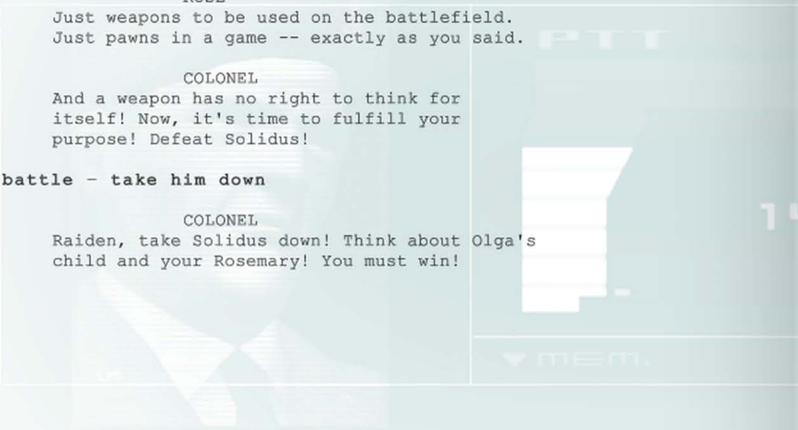
ROSE
Oh really? Do you know the code name the U.S. Armed Forces used for the Japanese fighter "Raiden"?

COLONEL
It was "Jack."

COLONEL
Both of you are just weapons to be used and thrown away.

ROSE
Just weapons to be used on the battlefield. Just pawns in a game -- exactly as you said.

COLONEL
And a weapon has no right to think for itself! Now, it's time to fulfill your purpose! Defeat Solidus!



Solidus battle – take him down

COLONEL
Raiden, take Solidus down! Think about Olga's child and your Rosemary! You must win!

•Otacon

Solidus Battle

Solidus battle – use your blade

OTACON

Raiden, you don't have a lot going for you with just your bare hands. You have your own blade. Use it.

Snake arms

OTACON

Watch out for Solidus' snake arms. If they catch you, shake yourself free by pressing the left analog stick or the buttons again and again.

Snake arm missiles

OTACON

The missiles from the snake arms pack a punch, but they're fairly low on maneuverability. You should be able to shake them as long as you don't stop moving.

OTACON

If you can't get rid of them, slice them with the sword.

Don't attack head-on

OTACON

Don't attack from the front -- his defenses are too good.

OTACON

Go around to the side or back and get him.

Don't stay too close to him

OTACON

Don't stay in Solidus' range. It's too dangerous to try and take him head-on.

OTACON

Keep your distance. Your strategy should be to hit fast and move out.

Lunge attacks are particularly effective

OTACON

Push the right analog stick in to strike out at Solidus from outside his range.

OTACON

Make sure your aim is good, though. If you miss, you'll be wide open for Solidus' counterstrike.

Solidus's accelerator

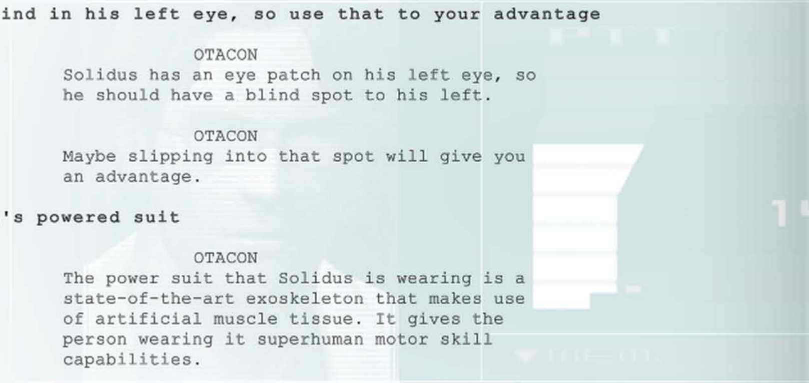
OTACON

Solidus uses an accelerator, so make sure you don't lose him.

OTACON

If you catch fire, just go into a roll until the fire goes out.

He's blind in his left eye, so use that to your advantage



OTACON

Solidus has an eye patch on his left eye, so he should have a blind spot to his left.

OTACON

Maybe slipping into that spot will give you an advantage.

Solidus's powered suit

OTACON

The power suit that Solidus is wearing is a state-of-the-art exoskeleton that makes use of artificial muscle tissue. It gives the person wearing it superhuman motor skill capabilities.

OTACON

It's the same technology used in RAY's engine system and the Tengu soldiers' combat suits. Your skull suit uses a little bit of it, too.

OTACON

A number of sensors stretch between the surface and interior of the suit like a neural network.

OTACON

When these sensors detect an impact, the artificial muscle in the suit reacts instantaneously by automatically contracting and diffusing the damage.

OTACON

So you can't just chop him in half with your sword. Your suit uses the same technology.

OTACON

You could almost say that your suit, Solidus' suit, and Metal Gear RAY are like brothers...

Solidus battle – Solidus's defending

OTACON

Solidus' defenses are solid. You should aim for the unprotected parts.

OTACON

If he's defending high, slash upward and cut him from below.

OTACON

When he's defending low, slash downward and cut him from above.

SECTION 8

Ending

エンディング

Ending 1

3D Cutscene 1

((MC) - Federal Hall)

Raiden continues to duel with Solidus. He finally succeeds in inflicting a fatal blow upon the muscle suit's Achilles heel, the spinal column.

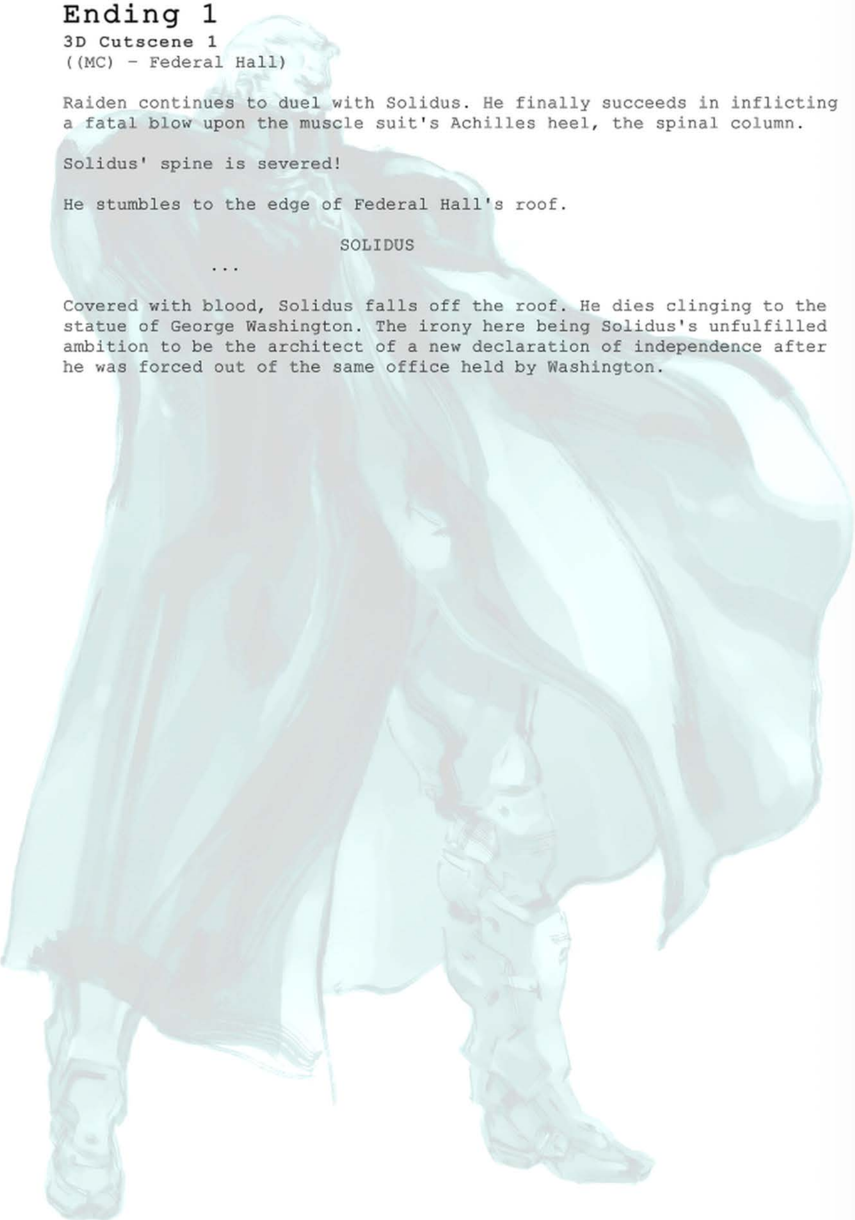
Solidus' spine is severed!

He stumbles to the edge of Federal Hall's roof.

SOLIDUS

...

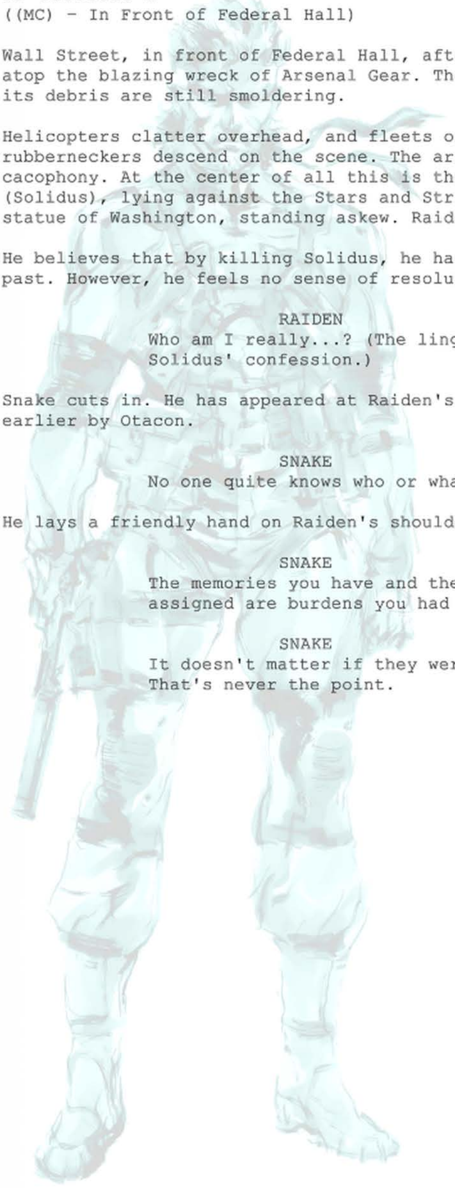
Covered with blood, Solidus falls off the roof. He dies clinging to the statue of George Washington. The irony here being Solidus's unfulfilled ambition to be the architect of a new declaration of independence after he was forced out of the same office held by Washington.



Ending 2

3D Cutscene 2

((MC) - In Front of Federal Hall)



Wall Street, in front of Federal Hall, after the battle with Solidus atop the blazing wreck of Arsenal Gear. The ruins of the fortress and its debris are still smoldering.

Helicopters clatter overhead, and fleets of emergency vehicles and rubberneckers descend on the scene. The arrival of the media adds to the cacophony. At the center of all this is the body of a former president (Solidus), lying against the Stars and Stripes. Beside him is the bronze statue of Washington, standing askew. Raiden looks on, spent.

He believes that by killing Solidus, he has severed the link with his past. However, he feels no sense of resolution.

RAIDEN

Who am I really...? (The lingering memory of Solidus' confession.)

Snake cuts in. He has appeared at Raiden's side unnoticed, rescued earlier by Otacon.

SNAKE

No one quite knows who or what they are.

He lays a friendly hand on Raiden's shoulder.

SNAKE

The memories you have and the role you were assigned are burdens you had to carry.

SNAKE

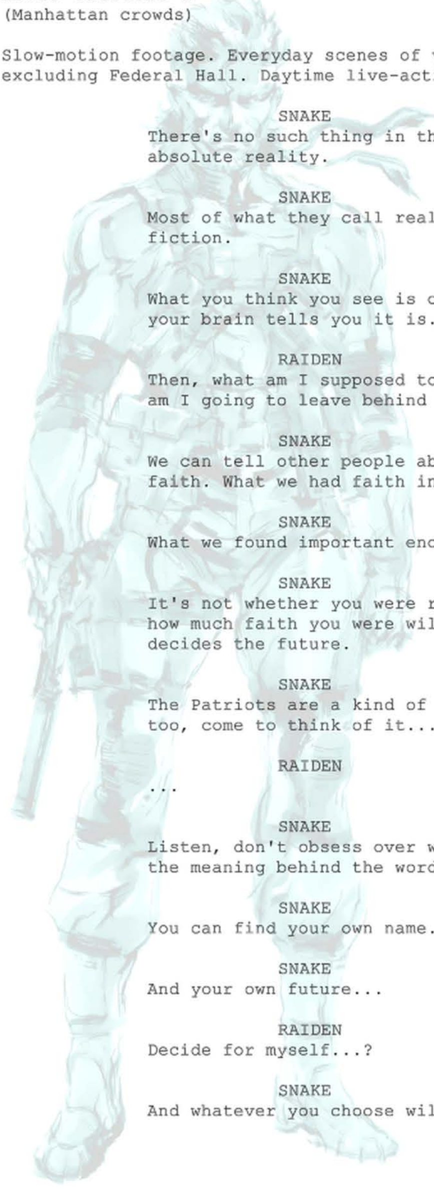
It doesn't matter if they were real or not. That's never the point.

Ending 3

Movie Cutscene 1

(Manhattan crowds)

Slow-motion footage. Everyday scenes of various Manhattan landmarks, excluding Federal Hall. Daytime live-action shots would work.



SNAKE
There's no such thing in the world as absolute reality.

SNAKE
Most of what they call real is actually fiction.

SNAKE
What you think you see is only as real as your brain tells you it is.

RAIDEN
Then, what am I supposed to believe in? What am I going to leave behind when I'm through?

SNAKE
We can tell other people about -- having faith. What we had faith in.

SNAKE
What we found important enough to fight for.

SNAKE
It's not whether you were right or wrong, but how much faith you were willing to have, that decides the future.

SNAKE
The Patriots are a kind of ongoing fiction too, come to think of it...

RAIDEN
...

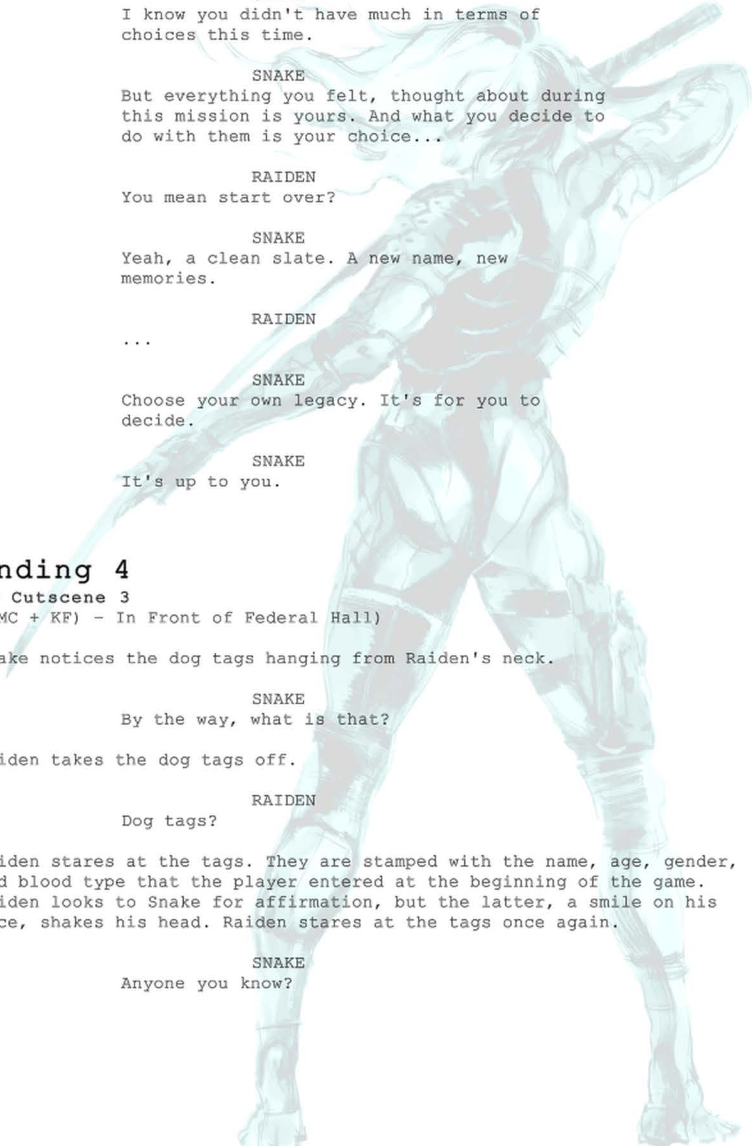
SNAKE
Listen, don't obsess over words so much. Find the meaning behind the words, then decide.

SNAKE
You can find your own name.

SNAKE
And your own future...

RAIDEN
Decide for myself...?

SNAKE
And whatever you choose will be you.



RAIDEN
I don't know if I can...

SNAKE
I know you didn't have much in terms of choices this time.

SNAKE
But everything you felt, thought about during this mission is yours. And what you decide to do with them is your choice...

RAIDEN
You mean start over?

SNAKE
Yeah, a clean slate. A new name, new memories.

RAIDEN
...

SNAKE
Choose your own legacy. It's for you to decide.

SNAKE
It's up to you.

Ending 4

3D Cutscene 3

((MC + KF) - In Front of Federal Hall)

Snake notices the dog tags hanging from Raiden's neck.

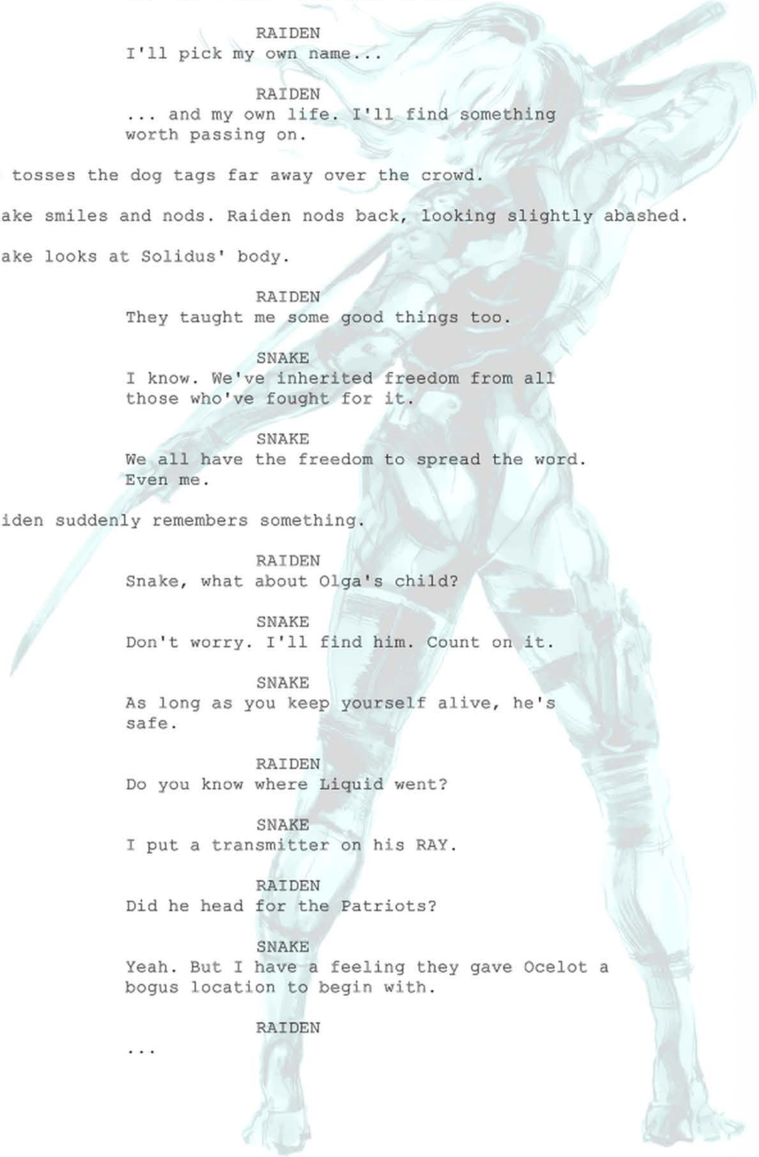
SNAKE
By the way, what is that?

Raiden takes the dog tags off.

RAIDEN
Dog tags?

Raiden stares at the tags. They are stamped with the name, age, gender, and blood type that the player entered at the beginning of the game. Raiden looks to Snake for affirmation, but the latter, a smile on his face, shakes his head. Raiden stares at the tags once again.

SNAKE
Anyone you know?



Raiden closes his hand around the tags.

RAIDEN
No, never heard the name before.

RAIDEN
I'll pick my own name...

RAIDEN
... and my own life. I'll find something worth passing on.

He tosses the dog tags far away over the crowd.

Snake smiles and nods. Raiden nods back, looking slightly abashed.

Snake looks at Solidus' body.

RAIDEN
They taught me some good things too.

SNAKE
I know. We've inherited freedom from all those who've fought for it.

SNAKE
We all have the freedom to spread the word. Even me.

Raiden suddenly remembers something.

RAIDEN
Snake, what about Olga's child?

SNAKE
Don't worry. I'll find him. Count on it.

SNAKE
As long as you keep yourself alive, he's safe.

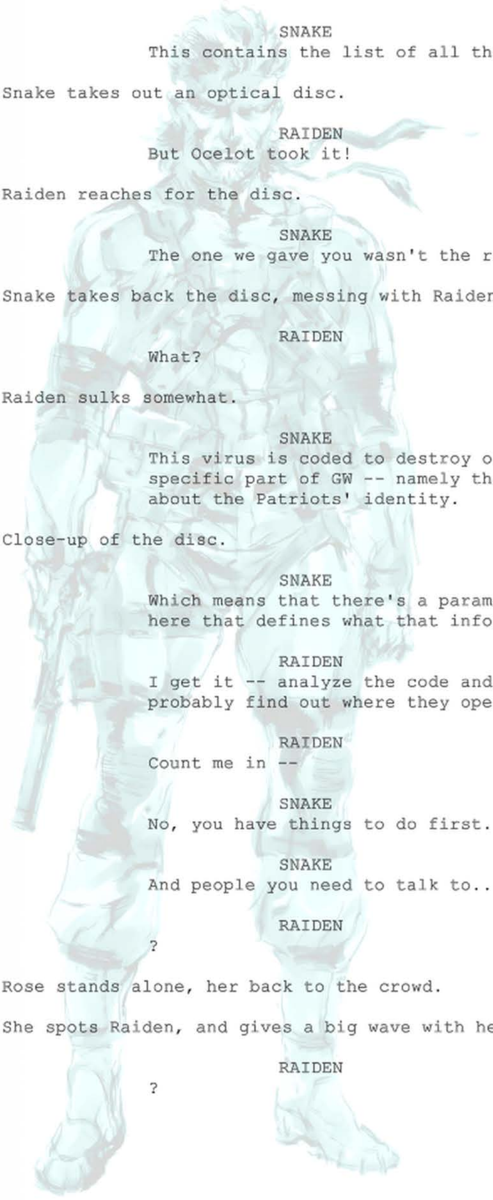
RAIDEN
Do you know where Liquid went?

SNAKE
I put a transmitter on his RAY.

RAIDEN
Did he head for the Patriots?

SNAKE
Yeah. But I have a feeling they gave Ocelot a bogus location to begin with.

RAIDEN
...



SNAKE
Cheer up. We have a better lead.

SNAKE
This contains the list of all the Patriots.

Snake takes out an optical disc.

RAIDEN
But Ocelot took it!

Raiden reaches for the disc.

SNAKE
The one we gave you wasn't the real thing.

Snake takes back the disc, messing with Raiden.

RAIDEN
What?

Raiden sulks somewhat.

SNAKE
This virus is coded to destroy only a specific part of GW -- namely the information about the Patriots' identity.

Close-up of the disc.

SNAKE
Which means that there's a parameter coded in here that defines what that information is.

RAIDEN
I get it -- analyze the code and you can probably find out where they operate.

RAIDEN
Count me in --

SNAKE
No, you have things to do first.

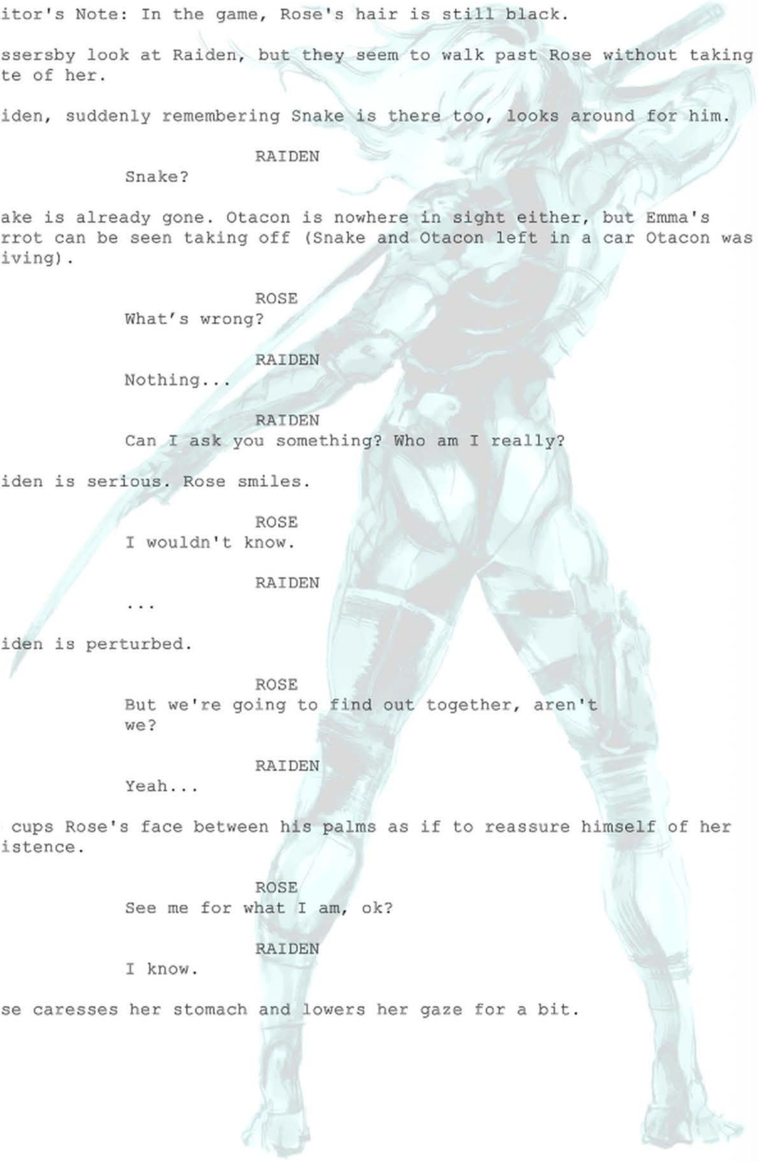
SNAKE
And people you need to talk to...

RAIDEN
?

Rose stands alone, her back to the crowd.

She spots Raiden, and gives a big wave with her right hand.

RAIDEN
?



Raiden notices her. They face each other in the middle of the street.

Rose's hair is now blond.

Editor's Note: In the game, Rose's hair is still black.

Passersby look at Raiden, but they seem to walk past Rose without taking note of her.

Raiden, suddenly remembering Snake is there too, looks around for him.

RAIDEN
Snake?

Snake is already gone. Otacon is nowhere in sight either, but Emma's parrot can be seen taking off (Snake and Otacon left in a car Otacon was driving).

ROSE
What’s wrong?

RAIDEN
Nothing...

RAIDEN
Can I ask you something? Who am I really?

Raiden is serious. Rose smiles.

ROSE
I wouldn't know.

RAIDEN
...

Raiden is perturbed.

ROSE
But we're going to find out together, aren't we?

RAIDEN
Yeah...

He cups Rose's face between his palms as if to reassure himself of her existence.

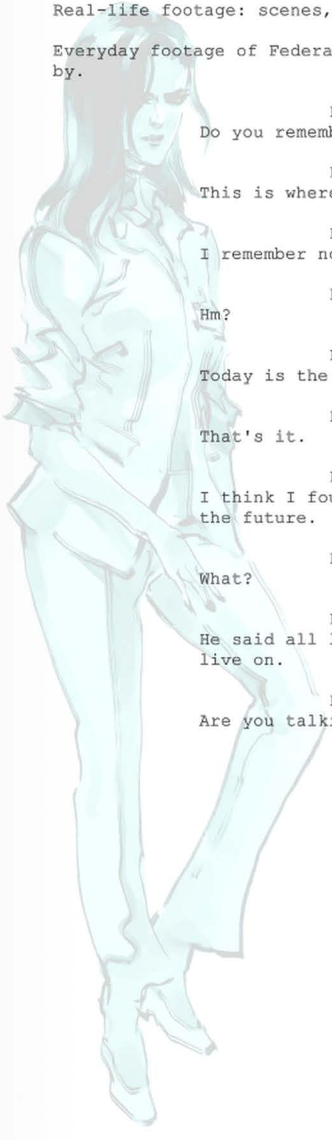
ROSE
See me for what I am, ok?

RAIDEN
I know.

Rose caresses her stomach and lowers her gaze for a bit.

Ending 5

Movie Cutscene 2
(crowds)



Real-life footage: scenes, and groups of people.

Everyday footage of Federal Hall. The building is undamaged. People walk by.

ROSE
Do you remember this place?

RAIDEN
This is where we first met...

RAIDEN
I remember now —

ROSE
Hm?

RAIDEN
Today is the day I met you.

ROSE
That's it.

RAIDEN
I think I found something to pass along to the future.

ROSE
What?

RAIDEN
He said all living things want their genes to live on.

ROSE
Are you talking about the baby?

Similar to what Snake says in MGS1.

RAIDEN
But genes aren't the only thing you pass on.

RAIDEN
There are too many things that aren't written into our DNA.

RAIDEN
It's up to us to teach that to our children.

ROSE
What kind of things?

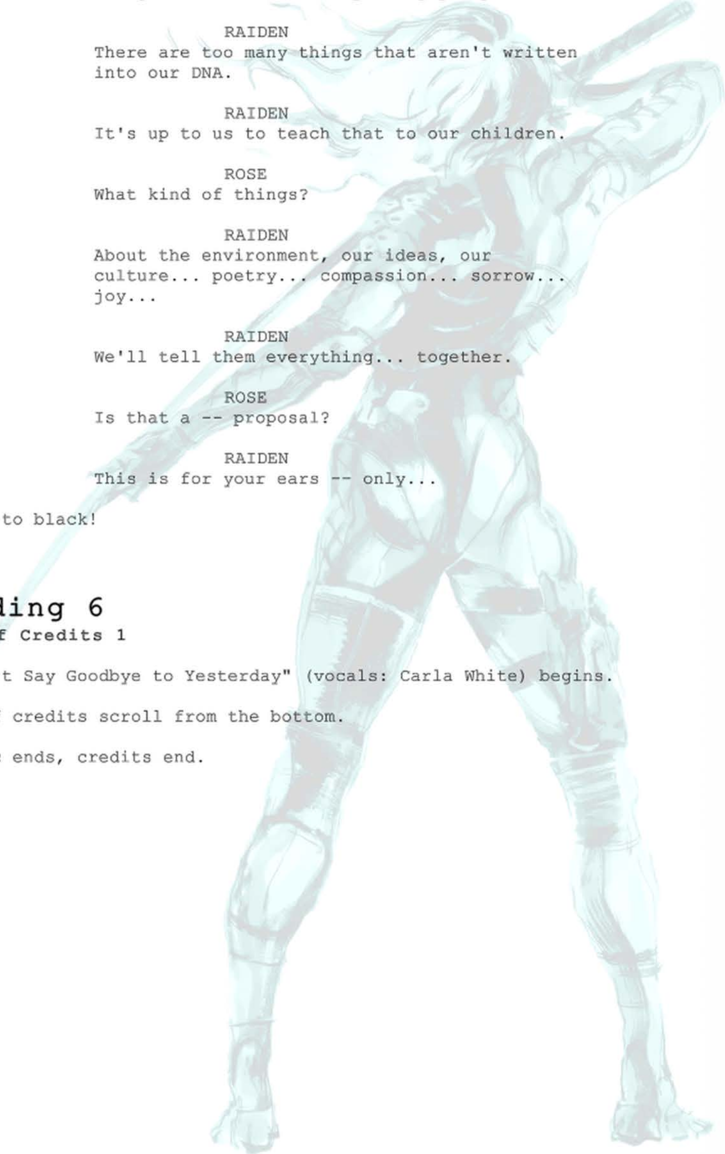
RAIDEN
About the environment, our ideas, our culture... poetry... compassion... sorrow... joy...

RAIDEN
We'll tell them everything... together.

ROSE
Is that a -- proposal?

RAIDEN
This is for your ears -- only...

Fade to black!



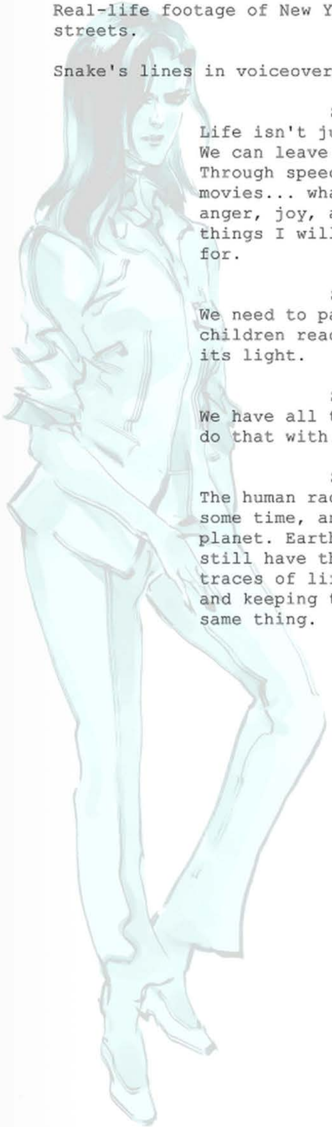
Ending 6

Staff Credits 1

"Can't Say Goodbye to Yesterday" (vocals: Carla White) begins.

Staff credits scroll from the bottom.

Music ends, credits end.



Ending 7

Movie Cutscene 3

(crowds)

Real-life footage of New Yorkers. Shots of the cityscape and its crowded streets.

Snake's lines in voiceover (like Naomi's in MGS1):

SNAKE

Life isn't just about passing on your genes. We can leave behind much more than just DNA. Through speech, music, literature and movies... what we've seen, heard, felt... anger, joy, and sorrow... these are the things I will pass on. That's what I live for.

SNAKE

We need to pass the torch, and let our children read our messy and sad history by its light.

SNAKE

We have all the magic of the digital age to do that with.

SNAKE

The human race will probably come to an end some time, and new species may rule over this planet. Earth may not be forever, but we still have the responsibility to leave what traces of life we can. Building the future and keeping the past alive are one and the same thing.

Ending 8

Voice Cutscene 1

Static MGS2 title image.

"METAL GEAR SOLID 2: SONS OF LIBERTY."

Post-credits scene. Intentionally reminiscent of the post-credits Codec call in MGS1.

A mandatory Codec call begins.

The conversation plays over a black background.

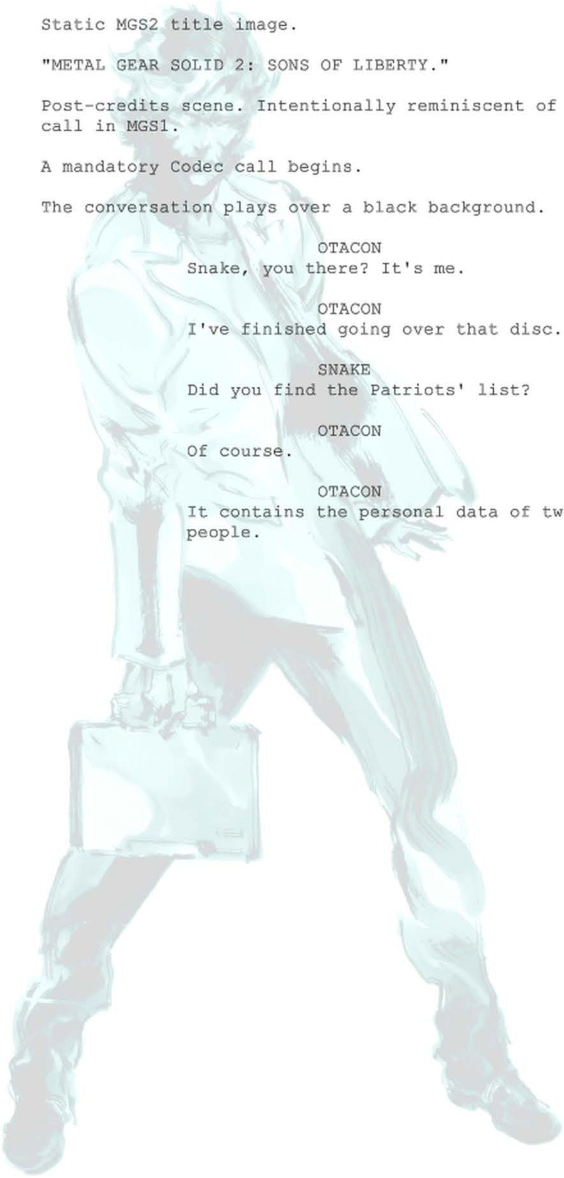
OTACON
Snake, you there? It's me.

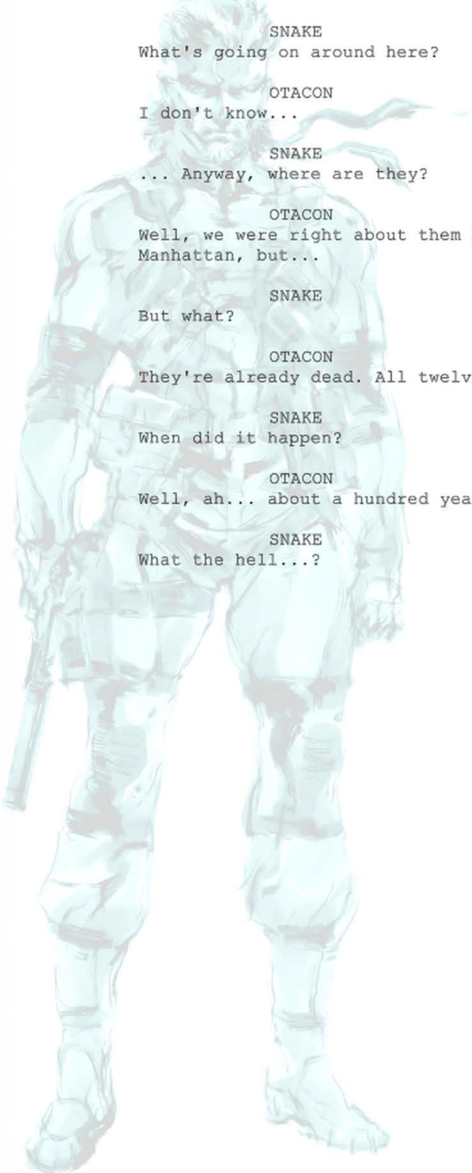
OTACON
I've finished going over that disc.

SNAKE
Did you find the Patriots' list?

OTACON
Of course.

OTACON
It contains the personal data of twelve people.





OTACON
There was a name on it -- Snake, it was one of our biggest contributors.

SNAKE
What's going on around here?

OTACON
I don't know...

SNAKE
... Anyway, where are they?

OTACON
Well, we were right about them being on Manhattan, but...

SNAKE
But what?

OTACON
They're already dead. All twelve of them.

SNAKE
When did it happen?

OTACON
Well, ah... about a hundred years ago.

SNAKE
What the hell...?

Codec Conversations（Plant）

無線会話集（プラント編）

•Colonel

Controls and Conditions Explanations

Bleeding

COLONEL
You're currently using artificial blood primed with nanomachines.

RAIDEN
What did you do with my own blood?

COLONEL
It's being kept in cold storage. It will be circulated back into your body when you return.

*An in-game visual of Raiden bleeding appears in the Codec window. Blood can be seen at his feet.

COLONEL
If the Life Gauge drops to the red zone, you won't be able to stop the bleeding by yourself. Bloodstains can give your presence away to the enemy; be careful.

COLONEL
To stop the flow, select the Bandage from among your items...

COLONEL
You can also go into a crouch or crawl and stay completely still for a while.

COLONEL
All you have to do is stop moving for a duration of time and your nanomachines will arrange for platelets to be produced in large numbers. The bleeding will stop as a result.

Combat – empty-handed

COLONEL
You haven't acquired any weapons yet. If it comes down to combat situations, you will have to rely on your bare hands.

Combat - punch

COLONEL
The punch is the basis of hand-to-hand combat. Push the Punch Button.

COLONEL
Hit it repeatedly to do a combo and take out the enemy.

COLONEL
Unlike in VR training, you can fight in First Person View also. Use that to your advantage.

Combat - throw

COLONEL
Move in close to the enemy when you have no weapons selected. You can throw him with the Weapon Button.

COLONEL
The throw inflicts greater damage than the punch. Keep that in mind.

Combat - chokehold

COLONEL
Move in behind the enemy and push the Weapon Button without touching the left analog stick. You can put him in a chokehold.

COLONEL
If you keep applying the choke, you can take him out altogether. The level of lethality is strictly your choice.

Deep Sea Dock - escape into the water

COLONEL
Raiden, are you being pursued? They won't mount an aquatic search. Jump into the water.

Stepping left and right in First Person View

COLONEL
Raiden, push the Weapon Equip or Equipment Window Button while in First Person View to strafe right and left, respectively.

COLONEL
You can use the strafe to quickly slide out of cover and scan the area.

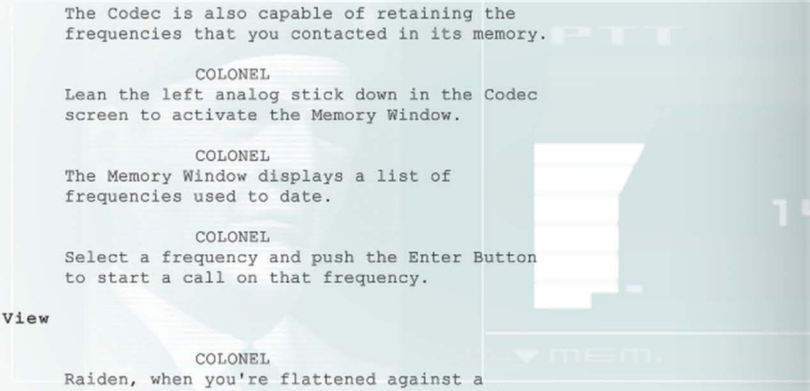
COLONEL
Of course, you'll be spotted more easily when you're visible.

COLONEL
If you spot a terrorist coming your way, let go of the button and duck back into cover.

Codec controls

COLONEL
Once you see the Codec screen, set the frequency by moving the left analog stick left and right.

COLONEL
Push the left analog stick up or hit the Enter Button to start a call on that frequency.



COLONEL
The Codec is also capable of retaining the frequencies that you contacted in its memory.

COLONEL
Lean the left analog stick down in the Codec screen to activate the Memory Window.

COLONEL
The Memory Window displays a list of frequencies used to date.

COLONEL
Select a frequency and push the Enter Button to start a call on that frequency.

Corner View

COLONEL
Raiden, when you're flattened against a corner, you have the ability to survey the scene behind you while staying concealed.

COLONEL
This is called the Corner View. Use it to find an opening in their surveillance and move ahead undiscovered.

COLONEL
Strafing is allowed unlike in VR training.

COLONEL
Peek by using the Equipment Window and Weapon Equip Buttons, and make Jump-out shots with the Weapon Button. Take advantage of the different options.

Knocking on a wall

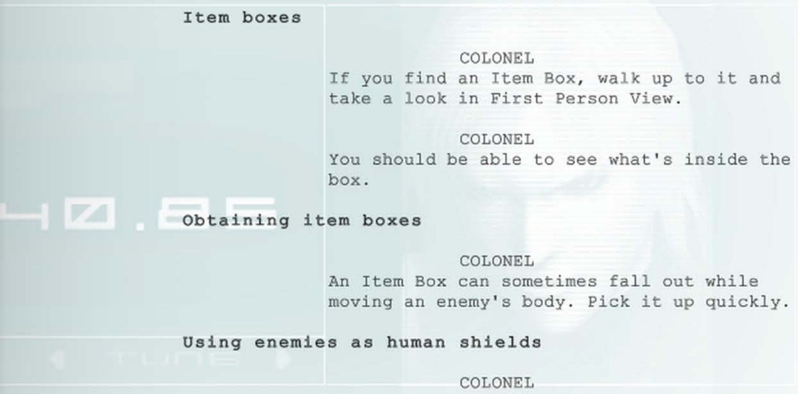
COLONEL
Flatten yourself against the wall and push the Punch Button to knock and create a diversion.

*First time only

COLONEL
You can trick the enemy into coming over to investigate.

COLONEL
Deception should be one of your strong points.

COLONEL
Or is that only if the other party is a beautiful woman?



Item boxes

COLONEL
If you find an Item Box, walk up to it and take a look in First Person View.

COLONEL
You should be able to see what's inside the box.

Obtaining item boxes

COLONEL
An Item Box can sometimes fall out while moving an enemy's body. Pick it up quickly.

Using enemies as human shields

COLONEL
Once you put a chokehold on an enemy from behind, you can drag him around with you.

COLONEL
As long as you don't let go, he can serve as a human shield.

Don't get spotted

COLONEL
Keep in mind, Raiden, that this is a covert mission.

COLONEL
There's a lot of them and only one of you. You'll be surrounded in no time if they discover your presence.

First Person Attacks

COLONEL
Select a weapon and switch to First Person View with the First Person View Button. You can now execute a First Person View attack with the Weapon Button.

COLONEL
In First Person View, you'll specifically be able to target the head, feet, and other strategic areas. You can also aim your strike in directions not available from the regular point of view: overhead, straight, down and so on.

First Person Attacks – stepping left and right

COLONEL
You can strafe left and right even during a First Person View attack by pushing the Equipment Window or Weapon Equip Buttons. Also, the Crawl Button will let you go into a crouch.

COLONEL
Push the Equipment Window and Weapon Equip Buttons at the same time to stretch up on your toes.

COLONEL
This is a useful move when engaging the enemy from behind cover. Explore it.

Lowering your weapon

COLONEL
Handguns are aimed by pushing down the Weapon Button, but if you release the button gently, you can lower the gun without firing.

*If Rose is present

ROSE
I guess that means you can hold up someone without shooting them.

Tranquilizer round body part damage

COLONEL
Raiden, the tranquilizer rounds vary significantly in effectiveness depending on the part of the body they hit.

COLONEL
Hits to the extremities such as hands and feet take a long time to show effect.

COLONEL
On the other hand, a direct hit to the head or the heart will instantly knock out the target. Use the First Person View to aim carefully.

Body part damage

COLONEL
Handguns and automatic rifles inflict varying degrees and types of damage depending on where a shot lands.

COLONEL
A shot to the right hand will disable that hand, and a target will no longer be able to run following a foot shot. Shoot a vital spot like the head or the heart to take someone down with a single shot.

COLONEL
Direct your shots as the circumstance requires. Use the First Person View to aim.

Destroying radios

COLONEL
If you shoot out the radio behind the enemy's right hip, you can prevent him from calling in reinforcements. Use the First Person View for precise shooting.

Rolling

COLONEL
Push the Crawl Button while running to go into a roll.

COLONEL
You can use it to jump over a short distance, or knock out enemy personnel in your path. Use it to maximum advantage.

Walking quietly

COLONEL

Lean the left analog stick only very slightly to slow your walk.

COLONEL

You should be able to move quietly over surfaces that would otherwise clatter underfoot.

Peeking

COLONEL

Push the Equipment Window or Weapon Equip Button while in Corner View. You will be able to peek out from behind cover and scan that direction.

COLONEL

This will give you a better view of what lies ahead, but make sure that the enemy doesn't catch you exposed.

Corner View, right stick movement

COLONEL

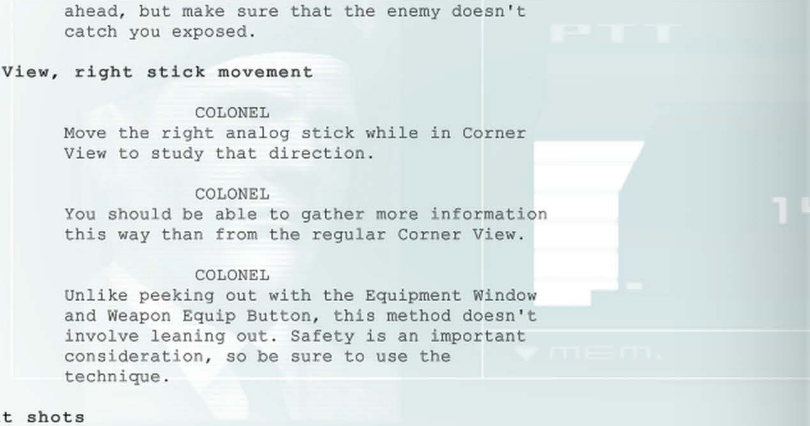
Move the right analog stick while in Corner View to study that direction.

COLONEL

You should be able to gather more information this way than from the regular Corner View.

COLONEL

Unlike peeking out with the Equipment Window and Weapon Equip Button, this method doesn't involve leaning out. Safety is an important consideration, so be sure to use the technique.



Jump-out shots

COLONEL

If you have a handgun or an automatic rifle selected while in Corner View, you have the option to make a Jump-out shot with the Weapon button.

COLONEL

You can take cover behind an object, wait for an opportunity then strike rapidly.

Throwing from cover

COLONEL

If you have the grenade selected during a peek, you can throw it over by pushing the Weapon Button with your back still against a shielding object.

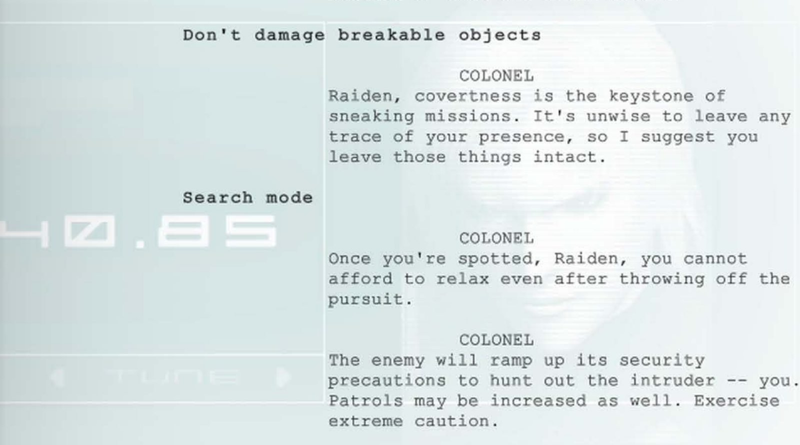
COLONEL

This should come in useful in situations, such as discovering multiple opponents around the corner. Work with it.

Shadows can get you spotted

COLONEL

Keep an eye on how long a shadow you're casting. Depending on the lighting situation, the enemy could discover your presence because of that one small detail.



Don't damage breakable objects

COLONEL

Raiden, covertness is the keystone of sneaking missions. It's unwise to leave any trace of your presence, so I suggest you leave those things intact.

Search mode

COLONEL

Once you're spotted, Raiden, you cannot afford to relax even after throwing off the pursuit.

COLONEL

The enemy will ramp up its security precautions to hunt out the intruder -- you. Patrols may be increased as well. Exercise extreme caution.

You can hide in the dark

COLONEL

Even the enemies will have a harder time spotting you in the dark. The chance of being unnoticed is higher if you stay in darker areas.

Throwing magazines

*If player has an empty magazine

COLONEL
Do you have any spent handgun or rifle magazines? You can throw those with the Weapon Button after you've exhausted all the rounds in them.

COLONEL
They have no effectiveness as weapons, but the sound of it hitting the ground may serve as a diversion.

COLONEL
It could be used as a ploy to lure the enemy in.

How to equip weapons and items

COLONEL
To select a weapon, push and hold the Weapon Equip Button and open the Weapons Window. You will see an array of weapon icons.

COLONEL
Select the desired weapon by moving the left analog stick up and down. The chosen icon will appear in the lower right.

COLONEL
You may notice a slight difference from the VR training mode -- any weapons you have from the same class are displayed on the same row.

COLONEL
You can select a weapon out of the row by moving the left analog stick left and right. The selected weapon should appear to the far right.

COLONEL
Let go of the Weapon Equip Button and the selected weapon will be in your hand.

COLONEL
Follow the window instructions on how to use each weapon.

COLONEL
Equipment, such as rations, is selected the same way. Just use the Equipment Window Button instead.

If player hasn't been accepting incoming optional calls

COLONEL
Raiden, if we need to contact you, we'll initiate a CALL.

COLONEL
If you see the CALL sign, push the Codec Button to open your channel.

Footprints

*If player is in an area where footprints can be left behind

COLONEL
Raiden, if you walk around with your feet wet, there will naturally be tracks everywhere. There's very little hope that the enemy will fail to spot those.

COLONEL
To avoid leaving footprints, crawl instead.

Infrared sensor – alarm

COLONEL
Raiden, be careful. There are infrared sensors in the area.

COLONEL
If you interrupt an IR beam, an alarm will go off. Avoid making contact with a beam.

Avoiding infrared sensors

COLONEL
There are relatively few infrared beams in place. You should be able to make it past without coming into contact with the beams.

Infrared sensor – no control unit

COLONEL
Those IR sensors do not seem to be equipped with control units.

COLONEL
It won't be as simple as taking out the control unit and knocking the sensor offline.

COLONEL
You'll have to weave your way past the IR beams.

Grip strength increased from pull-ups

(1)

COLONEL
Raiden, your grip has gotten stronger. Guess your hard work has paid off.

(2)

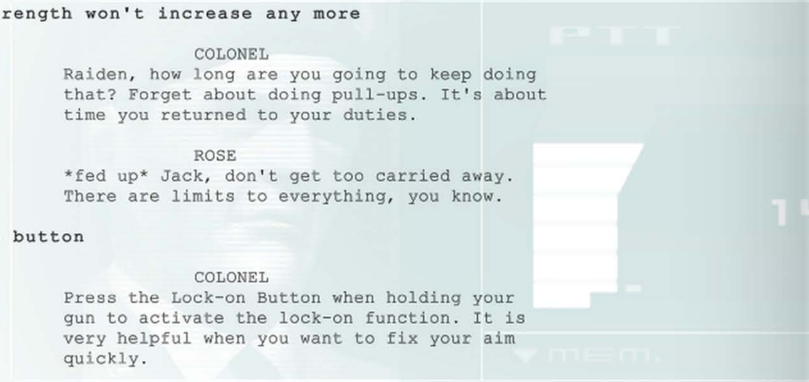
COLONEL
Raiden, your grip went up again!

ROSE
Jack, you're great!

(3)

COLONEL
Raiden, your grip went up again!

ROSE
Jack, you're truly amazing!



Grip strength won't increase any more

COLONEL
Raiden, how long are you going to keep doing that? Forget about doing pull-ups. It's about time you returned to your duties.

ROSE
fed up Jack, don't get too carried away. There are limits to everything, you know.

Lock-on button

COLONEL
Press the Lock-on Button when holding your gun to activate the lock-on function. It is very helpful when you want to fix your aim quickly.

COLONEL
Lock-on can only be used to fix your aim on an enemy's torso, however. Go to First Person View when you want to aim for an enemy's weak point.

The elevator won't move if there's an enemy on it

COLONEL
Raiden, the elevator won't move when enemy soldiers are in it. Draw enemies out of the elevator.

If player hasn't called Snake

ROSE

Maybe Lieutenant J.G. Pliskin knows something. Why don't you ask him?

ROSE

How about Lieutenant J.G. Pliskin? Did you ask him?

ROSE

Lieutenant J.G. Pliskin's radio frequency is 141.80, right?

How to use Coolant Spray

COLONEL

Raiden, you can disarm the C4 with the coolant spray.

COLONEL

The distance of the spray differs depending on how hard you press the Weapon Button.

COLONEL

When trying to disarm a far-off C4, press the Weapon Button down hard.

Near a locker

COLONEL

Raiden, there's a locker over there. It's a good place to conceal yourself from enemy patrols.

COLONEL

Face the locker and press the Action Button to open the door. Walk into the open locker and close the door to hide.

COLONEL

Push the Action Button again to get out of the locker.

COLONEL

You can see what's going on outside through the slit. Go into First Person View and make sure the coast is clear before you walk out.

Hiding enemies in lockers

COLONEL

You can also knock out and drag enemy personnel over to an open locker and hide their bodies inside.

Using locker doors as a shield

COLONEL

Open a locker and in an exchange of gunfire, the door can serve as a shield.

COLONEL

This can be helpful when there's no other cover in sight.

Destroying locker doors

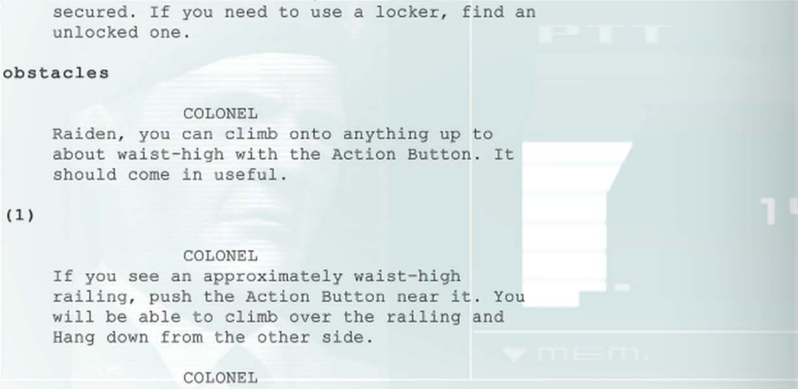
COLONEL

You can also destroy locker doors. If you absolutely need to open a locked one, just break in.

Locker that won't open

COLONEL

Raiden, it looks as though that locker is secured. If you need to use a locker, find an unlocked one.



Scaling obstacles

COLONEL

Raiden, you can climb onto anything up to about waist-high with the Action Button. It should come in useful.

Hanging (1)

COLONEL

If you see an approximately waist-high railing, push the Action Button near it. You will be able to climb over the railing and Hang down from the other side.

COLONEL

This is referred to as Hanging. Not only does it allow you to stay out of the enemy's sight, you will be able to reach locations that are otherwise inaccessible.

Hanging (2)

COLONEL

You will be able to move left and right while Hanging. You can use the capability to move undetected.

COLONEL

Press the Action Button again to climb up from Hanging.

Hanging (3)

COLONEL
A Grip Gauge is displayed under the Life Gauge while Hanging.

COLONEL
The Grip Gauge indicates how firm a grip you have. It will decrease over time as long as you're Hanging.

COLONEL
When the Grip Gauge runs out, you will fall. Climb up before that happens.

Dropping down from hanging

COLONEL
Push the Crawl Button while Hanging to jump straight down.

COLONEL
But a jump from too high a location will take a toll on your Life Gauge. Check the ground below in First Person View before jumping down.

How to drag bodies

COLONEL
The risk of leaving an enemy's body lying around is too great. If his comrades discover it, they'll be on the lookout for you.

COLONEL
Whenever you take an enemy out, conceal the body to the best of your abilities.

COLONEL
You can drag an enemy personnel's body.

COLONEL
This is how to do it: first, walk up to the body, and with all weapons deselected, press the Weapon Button to pick it up.

COLONEL
As long as you have the Weapon Button held down, you can move around with the body in your grasp. Release the Weapon Button to let go of the body.

Strut A Pump Room card door

COLONEL
Raiden, that door is controlled by the facility's security system.

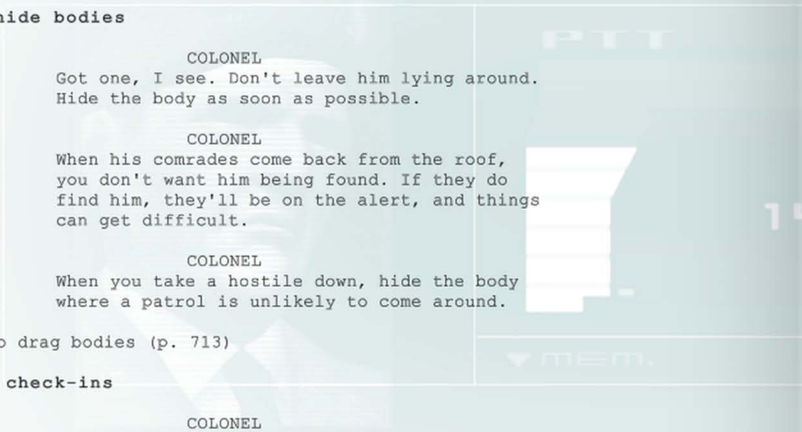
COLONEL
Unless you have a security card, you won't be able to open the door.

*If player has a card

COLONEL
OK, you have the card. You can open the door if you equip the card.

COLONEL
However, the door won't open if the card's security level is lower than the door's level. Be careful.

How to hide bodies



COLONEL
Got one, I see. Don't leave him lying around. Hide the body as soon as possible.

COLONEL
When his comrades come back from the roof, you don't want him being found. If they do find him, they'll be on the alert, and things can get difficult.

COLONEL
When you take a hostile down, hide the body where a patrol is unlikely to come around.

-->How to drag bodies (p. 713)

Regular check-ins

COLONEL
The enemies check in with each other on a regular basis. If a man fails to respond, reinforcements are sent in to check out a potential situation.

COLONEL
If they find their comrade unconscious or worse, they'll go into high alert. Make sure you hide the body securely out of sight to avoid this.

Enemies will call for backup

COLONEL
Raiden, exercise extreme caution. The only place where enemy communication is disrupted is the deep-sea-dock.

COLONEL
If they spot you, they will call for a backup team, and that's a tough bunch. Direct confrontation would be high-risk.

Backup teams

COLONEL
Enemy backup teams are equipped with full-body armor. The only viable target is the head, so you'll have to use First Person View.

COLONEL
Enemy backup teams are equipped with full-body armor. Targeting any part of the body except the head will bring very little success. Aim for the head from First Person View.

-->First Person Attacks (p. 704), if player hasn't heard this explanation

How to prevent enemies from calling for backup

COLONEL
Even if you are spotted, there are ways to prevent the enemy from calling in reinforcements.

COLONEL
You can take the man down before he has a chance to call in. Get him before he picks up the radio and you won't have to worry about the backup.

COLONEL
You can also set up electronic interference using the chaff grenade. The enemy's radio will be useless, and no contact will be established with other patrols.

COLONEL
Taking out the enemy's radio is of course an effective means of preventing communication. No backup can be called.

COLONEL
Enemy patrols carry the radio behind their right hip. Aim from First Person View and you should be able to put a bullet through it.

How to obtain items from enemies

COLONEL
If you take an enemy out without being spotted, an Item Box can sometimes appear. Don't forget to retrieve it.

Hold-ups

COLONEL
Approach the enemy undetected and train your gun on him before he can react. This is how you can hold someone up.

COLONEL
Once the enemy raises both his hands, he won't put up any resistance. How you proceed after that is up to you.

If player has killed too many birds

COLONEL
Raiden! Do you actually enjoy abusing helpless animals?

ROSE
I don't believe this! I had no idea you were that kind of a monster...

COLONEL
I don't understand you, Raiden... If you're -- satisfied, get back to the mission.

Gun Cyphers

COLONEL
Raiden, there's a Gun Cypher flying over there. Those aren't the normal Cypher UAVs. These are armed. Watch out.

Gun Cyphers – chaff

COLONEL
Gun Cyphers can be put out of commission temporarily. Use the chaff to interfere with their electronic sensors.

Gun Cyphers – shooting them down

COLONEL
You can shoot Gun Cyphers down if you target the fan section or its gun. Aim in First Person View.

•Colonel

Big Shell Explanations

The basics

ROSE

Jack, I did a search on the Big Shell.

ROSE

The tanker accident two years ago spilled a catastrophic amount of crude oil into the bay.

ROSE

The Big Shell is an offshore decontamination facility built to restore the Manhattan Bay environment by trapping and disposing the spilt oil.

ROSE

Around the perimeter of the Big Shell oil fences were erected in order to protect against any further dispersal of the oil.

ROSE

You see those steeples erected here and there in the fence? Those are piles to draw up the polluted seawater.

ROSE

Gathered seawater is carried to the pump room in Strut A first, and all of the larger garbage is collected in Sediment Pool No. 1 of Strut D.

ROSE

This is followed by a two-step purification process in the Shell 2 core water reserve in which oil is removed by microbes.

ROSE

Then it is sent to Strut L and sterilized, and finally once again carried to the surface piles and flushed back into the bay.

RAIDEN

Did the military database include information on the marine filtration facility's structure as well?

ROSE

No. I didn't use the database.

RAIDEN

Huh?

ROSE

I used a brochure.

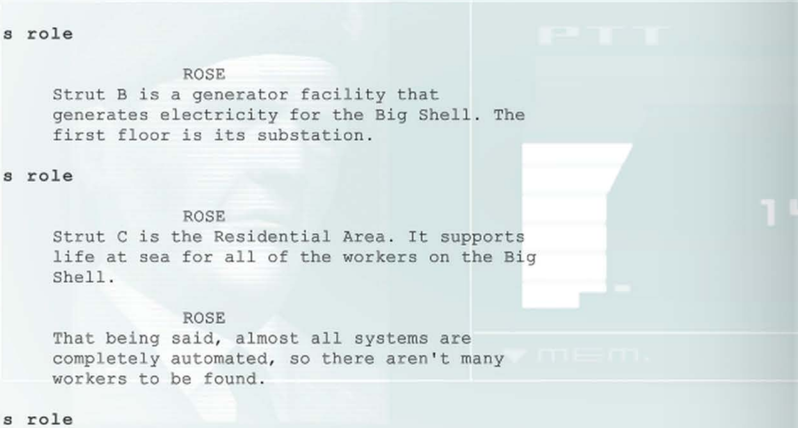
Strut A's role

ROSE

Strut A is a pump facility that supplies the energy to circulate the polluted water drawn from the sea throughout each of the Big Shell's sections.

ROSE

The south side is the actual pump facility itself, while the north side is the control room.



Strut B's role

ROSE

Strut B is a generator facility that generates electricity for the Big Shell. The first floor is its substation.

Strut C's role

ROSE

Strut C is the Residential Area. It supports life at sea for all of the workers on the Big Shell.

ROSE

That being said, almost all systems are completely automated, so there aren't many workers to be found.

Strut D's role

ROSE

Strut D is Sediment Pool No. 1. It's a facility where extracted polluted water is stored without being disturbed so that its large pollutants settle and are purged from it.

Strut E's role

ROSE
The Strut E roof functions as a heliport, while inside it serves as an aerial transport hub for materials to each of the other struts.

*If player is on the roof

ROSE
Because its sea entrances are cut off by oil fences, there is hardly any transportation of goods into the Big Shell by seafaring vessels.

ROSE
Almost all of the materials brought in are via the roof heliport.

*If player is inside the structure

ROSE
Inside Strut E is an automated system to sort materials.

ROSE
It recognizes cardboard boxes and separates them appropriately. By automatically delivering packages to each strut, efforts have been made to streamline manpower.

Strut F's role

ROSE
Strut F is the storage center. I think a variety of materials for maintenance of the Big Shell are stored there.

ROSE
There might be something that would come in handy. Why don't you look around?

The Shell 1 Core's role

ROSE
The Shell 1 Core is what its name implies: the center of the Big Shell.

ROSE
The first basement floor is a capacious meeting hall. I'm sure that's where they held the welcome reception for the President and the environmental protection inspection team.

ROSE
But its core function is concentrated in the second basement floor Computer Room.

ROSE
This computer room is where the flow of polluted water and the status of filtration is observed, in addition to being where all tasks for other facilities are carried out.

ROSE
I can understand why security is so tight.

The Shell 2 Core's role

ROSE
The Shell 2 Core is where the actual filtration system resides, or at least it used to. Now it's just a shadow of its former self.

ROSE
Here water mixed with crude oil was filtered using antagonist bacteria in the microbial decomposition of hydrocarbons.

ROSE
Below the first floor basement is a gigantic vat for this purpose. What happened was that this vat broke and flooded the floor.

ROSE
The first floor, which is not flooded, houses the air purification facility that eliminates the stench from the polluted water.

ROSE
Manhattan is right in our backyard here, you know. There's plenty of reason to be cautious.

Strut L's role

ROSE
Strut L used to be the effluent processing facility.

ROSE
It appears to be where sea water expunged of oil was treated with chlorine and other chemicals to sterilize and disinfect the water so that it could be made suitable for flushing back into the ocean.

•Colonel

Game Over

The Colonel shouts into the Codec

COLONEL
Raiden, what's wrong!? Raiden! Raiden!!

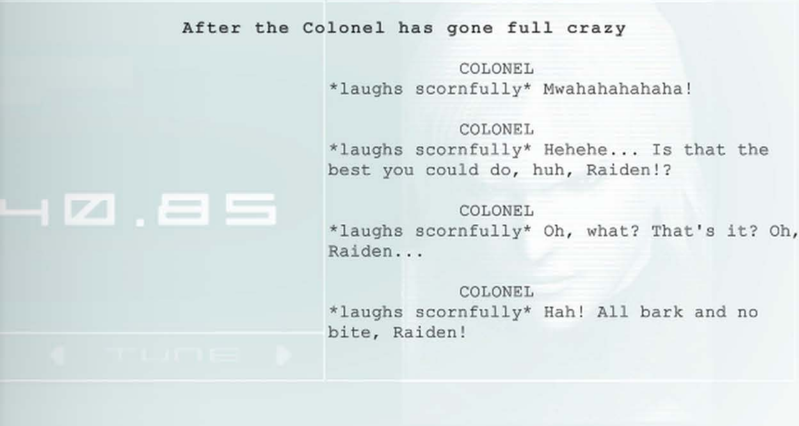
COLONEL
Raiden, come in. Raiden! Raiden!!

COLONEL
What the hell happened!? Raiden! Raiden!!

COLONEL
Raiden, is everything alright? Raiden! Raiden!!

COLONEL
Raidennn!!!

After the Colonel has gone full crazy



COLONEL
laughs scornfully Mwahahahahaha!

COLONEL
laughs scornfully Hehehe... Is that the best you could do, huh, Raiden!?

COLONEL
laughs scornfully Oh, what? That's it? Oh, Raiden...

COLONEL
laughs scornfully Hah! All bark and no bite, Raiden!

•Colonel

Crazy Colonel Codec Calls

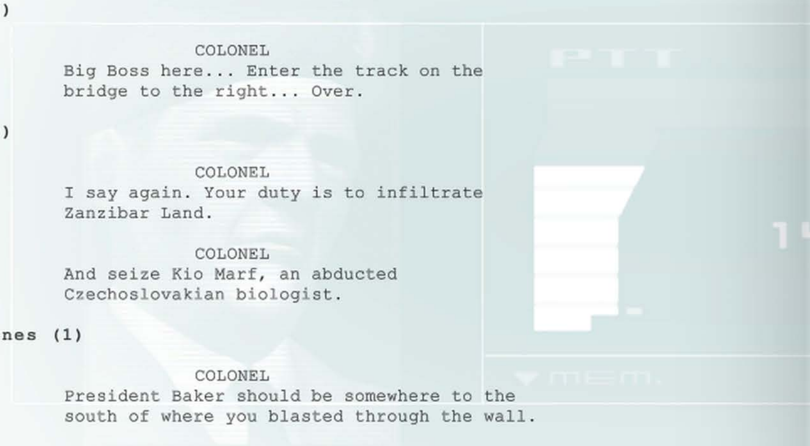
The Crazy Colonel

COLONEL
Raiden, we're in trouble. Look at what's on TV.

Crazy Colonel conversations - MSX2 (1)

COLONEL
... Infiltrate... the enemy fortress... Outer Heaven!

COLONEL
... Destroy... the final weapon... Metal Gear!



MSX2 (2)

COLONEL
Big Boss here... Enter the track on the bridge to the right... Over.

MSX2 (3)

COLONEL
I say again. Your duty is to infiltrate Zanzibar Land.

COLONEL
And seize Kio Marf, an abducted Czechoslovakian biologist.

MGS1 lines (1)

COLONEL
President Baker should be somewhere to the south of where you blasted through the wall.

COLONEL
Hurry and save him before the terrorists discover his code.

MGS1 lines (2)

COLONEL
You got a PSG-1? You can use that against Sniper Wolf. Hurry up and save Meryl!

MGS1 lines (3)

COLONEL
Snake, they've input both detonation codes.

COLONEL
The only way to stop the launch now is to use the card key to re-input the codes.

Ghost Babel lines (1)

COLONEL
Your mission is to infiltrate the fortress Galuade, rescue the hostages, and neutralize Metal Gear before its assembly is complete.

Ghost Babel lines (2)

COLONEL
Snake, there's a fork in the conveyor belt. The machine is automatically sorting cargo according to some system.

COLONEL
Take a good look at the device.

Ghost Babel lines (3)

COLONEL
Snake, take the power plant out. Set C4 explosives on four key points to destroy the structure.

COLONEL
Snake, destroy the power plant's main turbine. It's located in the B1 floor of the plant.

COLONEL
Break into the B1 floor.

VR Missions lines (1)

COLONEL
Variety Level 13

COLONEL
Rescue Meryl, the "Return of Genola."

VR Missions lines (2)

COLONEL

Variety Level 7

COLONEL

Shoot down the space invaders! Training will have to be postponed if we are invaded by UFOs.

VR Missions lines (3)

COLONEL

Weapon Mode Socom Level 01

COLONEL

Destroy all targets to reach the goal! Number of targets: 3.

Mei Ling's MGS1 proverbs (1)

COLONEL

Snake, remember what De Gaulle said: "The graveyards are full of indispensable men."

It means a fool who recklessly looks for a fight can only focus on one enemy at a time.

COLONEL

Snake, you're all alone and surrounded by bad guys. Try to be careful and avoid getting into a fight whenever you can.

Mei Ling's MGS1 proverbs (2)

COLONEL

Snake, like Shakespeare said: "Nought's had, all's spent, Where our desire is got without content."

COLONEL

Basically, it means that your desire can get you into trouble if you're not careful.

COLONEL

That goes for Items too. Don't get too greedy or you might be sorry. Be careful, Snake.

Nose Electric Railway station names

COLONEL

Kawanishi-Noseguchi, Kinunobebashi, Takiyama, Uguisunomori, Tsuzumigataki, Tada, Hirano, Ichinotorii, Uneno, Yamashita, Sasabe, Kofudai, Tokiwadai, Myoukenguchi.

If player has had a lot of game overs

COLONEL
I noticed this a while back, but you have far too many Game Overs. Sorry to be blunt, but you really stink at this game.

If player has been playing the game a certain amount of time

COLONEL
Honestly, though, you have played the game for a long time. Don't you have anything else to do with your time?

If player has killed a certain number of enemies

COLONEL
You seem to get a real thrill out of slaughtering the enemy. Are you frustrated about something?

If player didn't call the Colonel before

COLONEL
Listen, you haven't reported in for a long time until now. You think you can just CALL only when you want something? You disappoint me.

An excerpt from Idea Spy

COLONEL
Communicator Entertainment Program Idea Spy 2.5 (Two-point-five) Episode 1

COLONEL
New York. Here in the city where dreams come true and desires rule, something is being bought, sold, and thrown away, even as we speak.

COLONEL
But behind the scenes of business as usual, the nefarious J.E. (Junker Expensive) Corporation lines its already bloated coffers with profits from worthless products.

COLONEL
As J.E. swindles yet another innocent into purchasing high-priced junk...

COLONEL

... the FBI mobilizes a top-secret task force to put a stop to the menace.

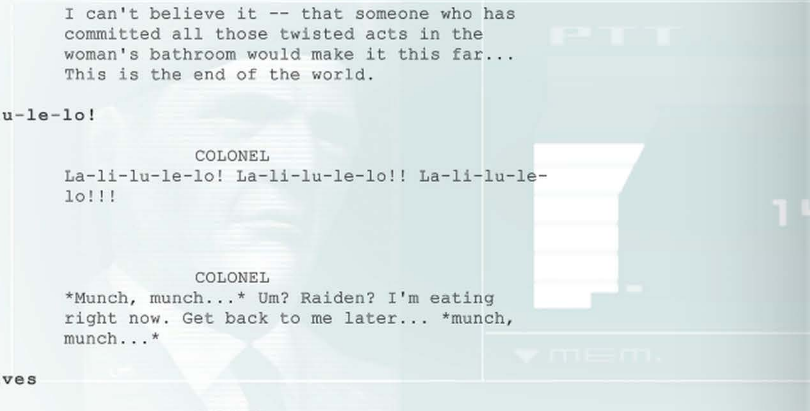
COLONEL

Now, the city's best-kept secret spy is out there, briefed and ready to protect the people from J.E., the catalogue of conspiracy -- just call him 2.5 (Two-point-five).

Gibberish

COLONEL

I hear it's amazing when the famous purple stuffed worm in flap-jaw space with the tuning fork does a raw blink on Hara-kiri Rock. I need scissors! 61!



Pointing out naughty behavior

COLONEL

I can't believe it -- that someone who has committed all those twisted acts in the woman's bathroom would make it this far... This is the end of the world.

La-li-lu-le-lo!

COLONEL

La-li-lu-le-lo! La-li-lu-le-lo!! La-li-lu-le-lo!!!

Eating

COLONEL

Munch, munch... Um? Raiden? I'm eating right now. Get back to me later... *munch, munch...*

Past lives

COLONEL

I was a North American Fall Webworm in my past life. Those were the good old days... What were you in your former life?

He'll do it himself

COLONEL

Even my patience has its limits. I just can't leave this thing up to you any longer. I'll do the fighting! You can just go home!

The Colonel's finances

COLONEL
Actually, I am in really bad shape financially. I pay money to my ex-wife as part of our divorce settlement, among other bills...

COLONEL
I just had no choice but to make you pay for lunch the other day. I'm really sorry.

Modded code

COLONEL
You wouldn't be trying to give yourself a bogus score using some ingenious trick would you? That's just about as low as anyone could possibly stoop! I can't believe you sometimes...

Who?

COLONEL
That reminds me, I saw Gubayama the other day in Shibomnigee. He said to give you his best.

Sleeping

COLONEL
snores ZZ... zz...

Answering machine

COLONEL
I'm not home right now. Please leave a message after the beep. BEEP

Blabbing about Rose's infidelity

COLONEL
Actually, there is something I have been meaning to tell you but I just couldn't... I think you should know, though.

COLONEL
On Saturday morning last week I saw a guy leaving Rosemary's room...

COLONEL
How should I put it, it was like they were ... "intimate." I'm sorry. Sorry to bring this up during the mission, but...

Useful trivia

COLONEL
An Anemone or Clematis plant's juice can cause a rash. When pruning them it's a good idea to wear gloves.

Raising and lowering guns

COLONEL
When using an automatic rifle, press the Weapon Button lightly to aim, and hold the Weapon Button down firmly to fire.

COLONEL
You can lower your gun after aiming by releasing the Weapon Button instead of holding it down.

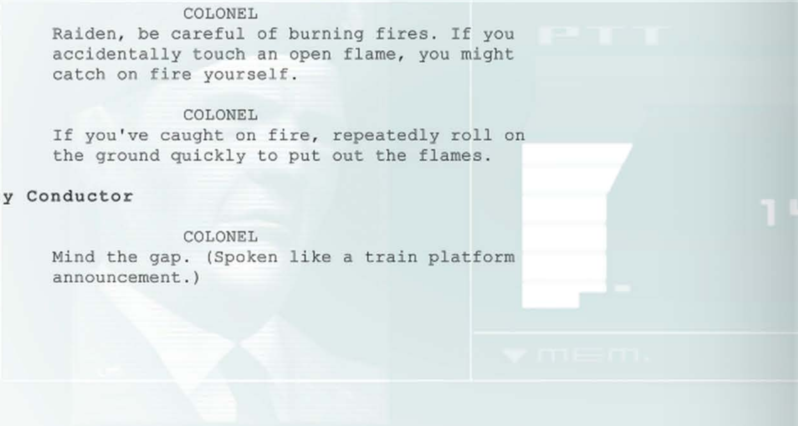
Careful you don't catch on fire

COLONEL
Raiden, be careful of burning fires. If you accidentally touch an open flame, you might catch on fire yourself.

COLONEL
If you've caught on fire, repeatedly roll on the ground quickly to put out the flames.

The Crazy Conductor

COLONEL
Mind the gap. (Spoken like a train platform announcement.)



•Rose

Before Save Menu Appears

Normal

(1)

ROSE

What's up, Jack?

(2)

ROSE

Jack -- do you need to save?

(3)

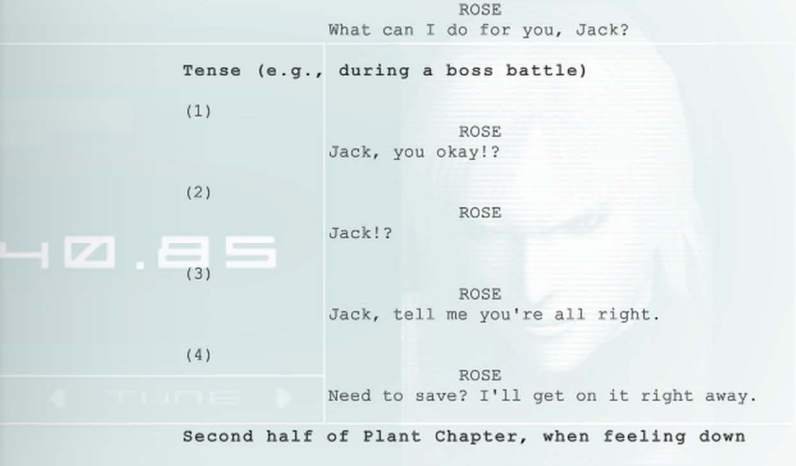
ROSE

Jack, is that you?

(4)

ROSE

What can I do for you, Jack?



Tense (e.g., during a boss battle)

(1)

ROSE

Jack, you okay!?

(2)

ROSE

Jack!?

(3)

ROSE

Jack, tell me you're all right.

(4)

ROSE

Need to save? I'll get on it right away.

Second half of Plant Chapter, when feeling down

(1)

ROSE

Hey, Jack...

(2)

ROSE

Jack -- I guess you need to save.

(3)

ROSE

Everything all right, Jack...?

(4)

ROSE

Did you call, Jack...?

Right after a fight (angry)

(1)

ROSE

...

(2)

ROSE

What do you want?

(3)

ROSE

What? Need to save?

(4)

ROSE

Yes?

•Rose

Player Doesn't Save

Normal

(1)

ROSE

Hang in there.

(2)

ROSE

See ya.

(3)

ROSE

Talk to you soon, Jack.

(4)

ROSE

Take it easy.

Tense (e.g., during a boss battle)

(1)

ROSE

Hang in there!

(2)

ROSE

Be careful, Jack.

(3)

ROSE

Don't give up!

(4)

ROSE
You have to come back in one piece!

Second half of Plant Chapter, when feeling down

(1)

ROSE
Take care, Jack...

(2)

ROSE
Don't push yourself too far...

(3)

ROSE
Hang in there...

(4)

ROSE
Come back in one piece, okay? Please...

Right after a fight (angry/awkward)

(1)

ROSE
Don't call me unless you need something.

(2)

ROSE
Good-bye.

(3)

ROSE
Hmph!

(4)

ROSE
...

•Rose

Save Failed

Player refuses to format storage

ROSE
Jack, I can't save the data unless you
format. Don't you wanna save?

Other error

ROSE
Oh, no -- there was an error. I'm sorry, but
I couldn't save.

•Patriot Rose

During Solidus Battle

Before saving

ROSE
Jack? Are you okay? How's your murdering going?

ROSE
What? You want to save? Honestly, you only rely on people when it's convenient for you!

After saving (1)

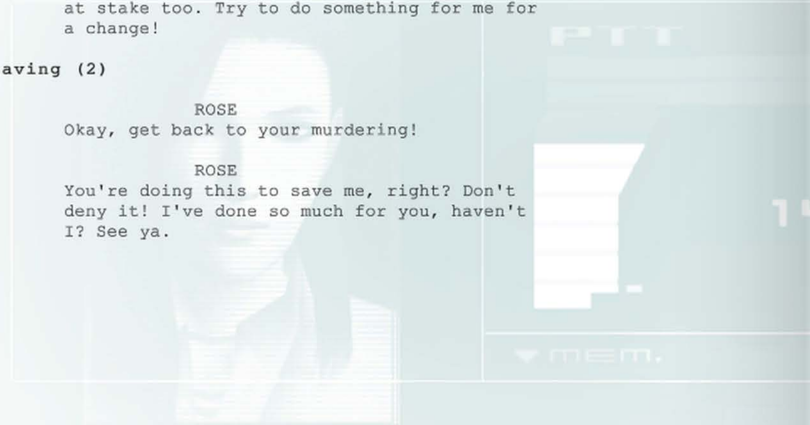
ROSE
Be strong!

ROSE
Whatever happens, don't forget that my life's at stake too. Try to do something for me for a change!

After saving (2)

ROSE
Okay, get back to your murdering!

ROSE
You're doing this to save me, right? Don't deny it! I've done so much for you, haven't I? See ya.



•Rose

Conversations After Saving

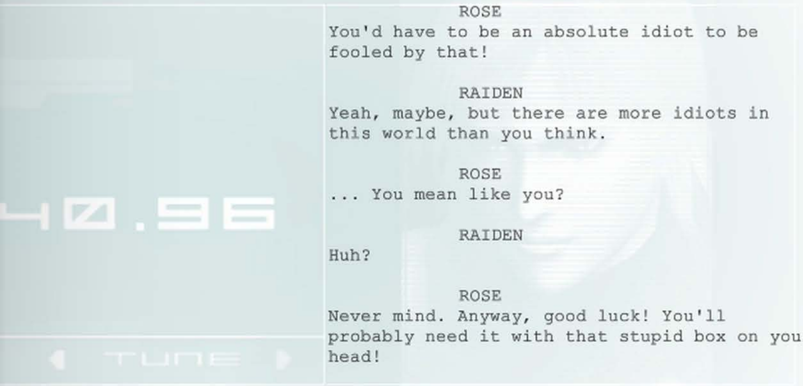
While player is under a cardboard box

ROSE
What -- I-I can't believe this! What are you wearing?

RAIDEN
Er... it's a disguise.

ROSE
A disguise? What kind of disguise?

RAIDEN
Well, I was hoping I could use it kind of like camouflage... You know, fool the enemy into thinking I was a box...



ROSE
You'd have to be an absolute idiot to be fooled by that!

RAIDEN
Yeah, maybe, but there are more idiots in this world than you think.

ROSE
... You mean like you?

RAIDEN
Huh?

ROSE
Never mind. Anyway, good luck! You'll probably need it with that stupid box on your head!

Raiden in danger Codec call (1)

*When Raiden's Life drops below a certain point and he is close to death. Or, an incoming call after the player continues.

ROSE
Jack! Are you okay!?

COLONEL
Rosemary!

ROSE
Jack, tell me you're okay.

RAIDEN
I'm all right. It was a close one, though.

ROSE
relieved Oh good...

RAIDEN
apologetically ...

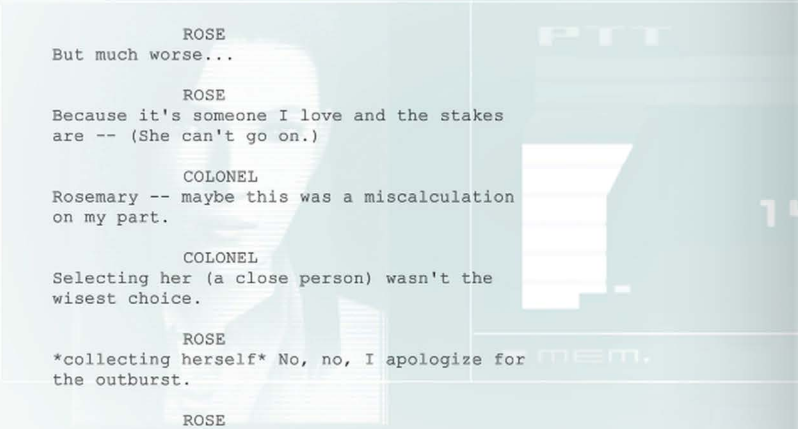
ROSE
I didn't think it would be this tough.

RAIDEN
worried Hey...

ROSE
It's the helplessness of it, you know.

ROSE
Just watching... with no power to help you.

ROSE
It's like having a ringside seat at a boxing match.



ROSE
But much worse...

ROSE
Because it's someone I love and the stakes are -- (She can't go on.)

COLONEL
Rosemary -- maybe this was a miscalculation on my part.

COLONEL
Selecting her (a close person) wasn't the wisest choice.

ROSE
collecting herself No, no, I apologize for the outburst.

ROSE
I'm all right. I will see this through with you.

RAIDEN
Rose? (Don't act so tough.)

ROSE
We fight together, ok? You have nowhere to run, neither do I.

COLONEL
Rosemary, you're not obligated to continue, you know that.

ROSE
I'm all right, sir.

COLONEL
basically convinced Hm...

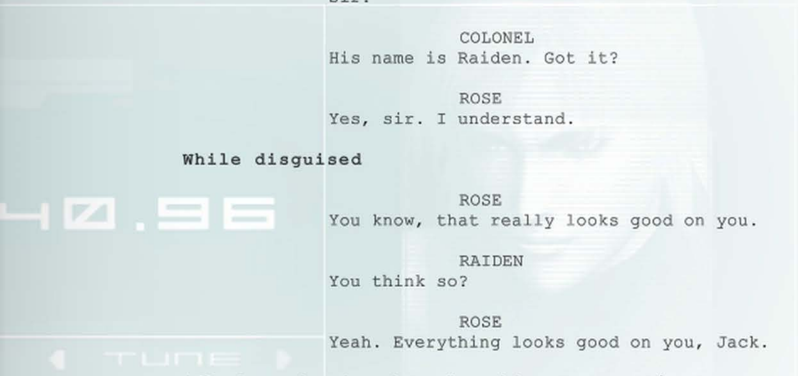
COLONEL
Raiden, how about you?

RAIDEN
I'm good.

COLONEL
Then the mission goes on.

COLONEL
But Rosemary, there's one thing you need to understand.

ROSE
Sir?



COLONEL
His name is Raiden. Got it?

ROSE
Yes, sir. I understand.

While disguised

ROSE
You know, that really looks good on you.

RAIDEN
You think so?

ROSE
Yeah. Everything looks good on you, Jack.

*If player has heard cardboard box conversation

ROSE
absent-mindedly Everything but that stupid box...

RAIDEN
What?

ROSE
Nothing!

*Convergence point

ROSE
It'd be nice if you were this stylish all the time.

RAIDEN
It's too much of a hassle.

ROSE
Well, at least you could care a little bit more about how you look.

RAIDEN
You care enough for both of us.

ROSE
Yeah, that's true. But I want to be beautiful.

RAIDEN
You want people to compliment you?

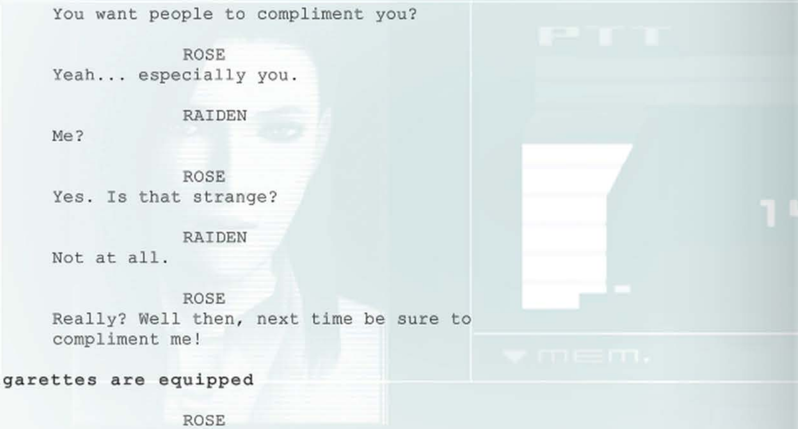
ROSE
Yeah... especially you.

RAIDEN
Me?

ROSE
Yes. Is that strange?

RAIDEN
Not at all.

ROSE
Really? Well then, next time be sure to compliment me!



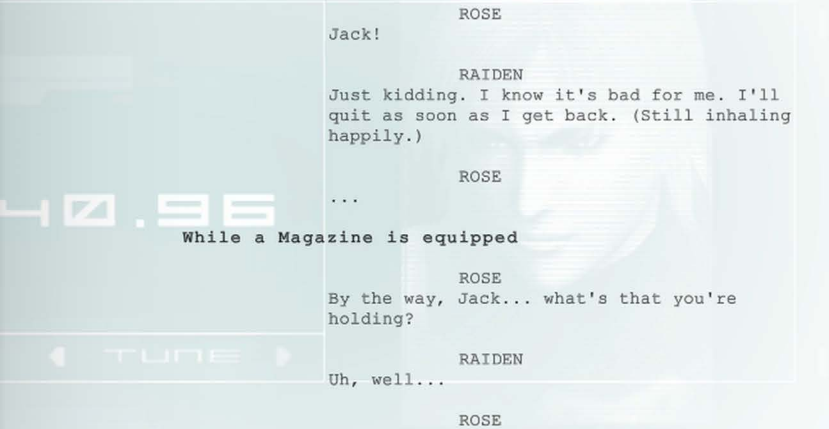
While cigarettes are equipped

ROSE
By the way, Jack, are you smoking?

RAIDEN
Yep. (He inhales happily.)

ROSE
I thought you quit smoking! Why did you start again?

RAIDEN
There are lots of reasons...



ROSE
Look, I'm only thinking about your health, okay? Remember the last time you quit -- how hard it was?

RAIDEN
Yeah... it was pretty tough...

ROSE
Wasn't it? So you should...

RAIDEN
I've got it, Rose. I've thought of a way to avoid all that pain and suffering.

ROSE
What are you going to do?

RAIDEN
Keep smoking.

ROSE
Jack!

RAIDEN
Just kidding. I know it's bad for me. I'll quit as soon as I get back. (Still inhaling happily.)

ROSE
...

While a Magazine is equipped

ROSE
By the way, Jack... what's that you're holding?

RAIDEN
Uh, well...

ROSE
Look, if it's bothering you that much, you should just say so.

RAIDEN
Eh? And if I do?

ROSE
Uh hn...

ROSE
Just be patient, dear!

After having killed several enemies

RAIDEN
Rose... No comment?

ROSE
About...?

RAIDEN
I've killed someone.

ROSE
Jack, it's a battlefield...

RAIDEN
My opponents are living, breathing human beings! This isn't like the VR training! They have bodies. They have -- had -- lives. I took all that away from them.

ROSE
But you've got no choice if you want to survive...

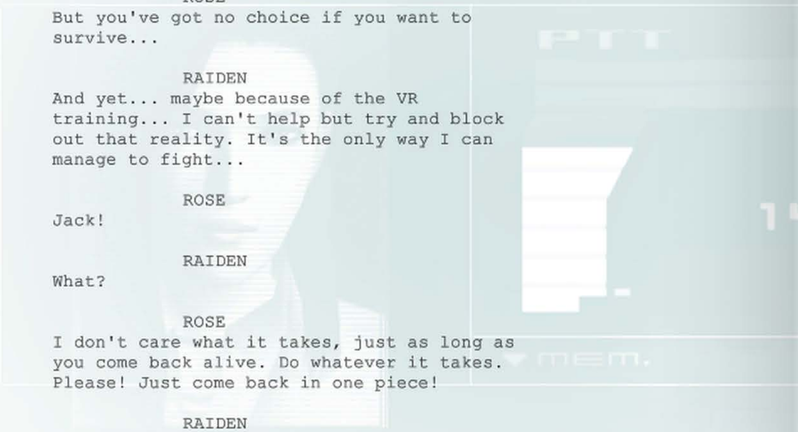
RAIDEN
And yet... maybe because of the VR training... I can't help but try and block out that reality. It's the only way I can manage to fight...

ROSE
Jack!

RAIDEN
What?

ROSE
I don't care what it takes, just as long as you come back alive. Do whatever it takes. Please! Just come back in one piece!

RAIDEN
... OK.



Homecoming party

ROSE
Jack... when you get home, let's have a homecoming party. Just the two of us.

RAIDEN
Yeah, that's a good idea.

ROSE
I'll make dinner.

RAIDEN
Uh... wha... (Oh god. Please don't.)

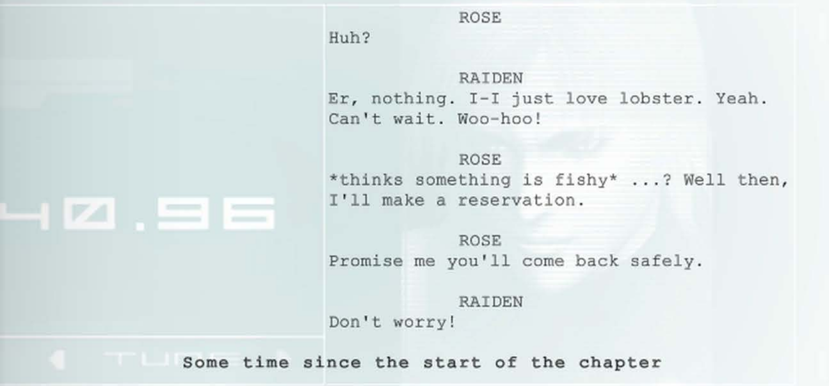
ROSE
What's wrong?

RAIDEN
Well, that sounds good, but how about we eat out at that one restaurant instead?

RAIDEN
You know, the place that we went to recently, with the amazing lobster... I really liked that place.

ROSE
Well... yeah, I guess that's okay too.

RAIDEN
relieved Whew...



ROSE
Huh?

RAIDEN
Er, nothing. I-I just love lobster. Yeah. Can't wait. Woo-hoo!

ROSE
thinks something is fishy ...? Well then, I'll make a reservation.

ROSE
Promise me you'll come back safely.

RAIDEN
Don't worry!

Some time since the start of the chapter

RAIDEN
Rose... are you okay?

ROSE
Yes. Thank you... I-it really scared me at first, but I think I've gotten used to it.

ROSE
I'll be behind you all the way, so don't worry.

RAIDEN
I guess women really are strong.

ROSE
Not quite. It's not women that are strong -- it's me.

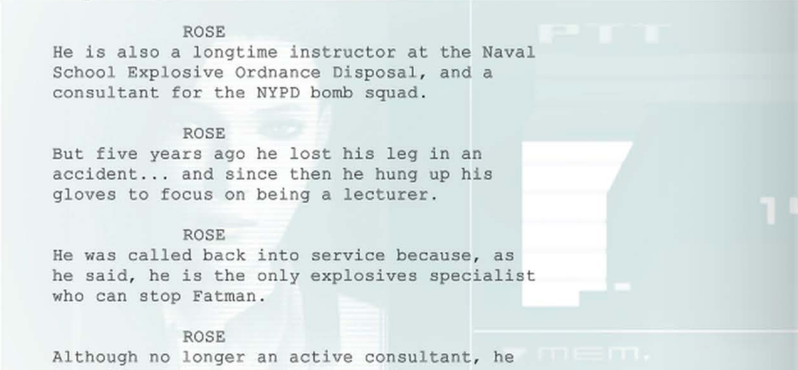
RAIDEN
Just as long as I can count on you.

ROSE
... Actually, that's not true. It still scares me to death. But I'll be strong. I'll try -- for you. Good luck!

Stillman

ROSE
I looked into Mr. Peter Stillman's file.

ROSE
Full name is Peter Stillman. Known as "Peg-Legged Peter." He is a legendary bomb disposal technician.



ROSE
He is also a longtime instructor at the Naval School Explosive Ordnance Disposal, and a consultant for the NYPD bomb squad.

ROSE
But five years ago he lost his leg in an accident... and since then he hung up his gloves to focus on being a lecturer.

ROSE
He was called back into service because, as he said, he is the only explosives specialist who can stop Fatman.

ROSE
Although no longer an active consultant, he is still without a doubt the number one guy when it comes to disarming explosives. He should be very helpful to you.

While disposing of a bomb (1)

*If player calls during bomb disposal

ROSE
Jack -- it must be so nerve-racking to defuse a bomb...

RAIDEN
somewhat offended Yeah, I'd say so.

ROSE
OK, that was a stupid thing to say. Sorry.

RAIDEN
holding back That's all right. It's just that I've never been trained in this stuff.

ROSE
You okay? Are you feeling well?

RAIDEN
I almost threw up a few times.

ROSE
Oh Jack...

RAIDEN
But I'm okay. It's not like I'm in this alone.

ROSE
Oh -- yeah, that's true. (He was talking about Pliskin, not Rose.)

ROSE
What do you think about when you're defusing those things?

RAIDEN
I don't think so much as remember. And I know that I need to resist that, and keep my mind blank. I can't let myself be overwhelmed by the fear.

ROSE
So, am I a part of what you try not to remember?

RAIDEN
laughs ...

ROSE
I was just kidding. But I guess this isn't a good time for that.

RAIDEN
No, it is. And I do think about you. I'm trying to remember what's so special about April 30th.

ROSE
Any success?

RAIDEN
No, not yet.

ROSE
You need to stay alive so you can.

RAIDEN
laughs Okay, that's a deal.

While disposing of a bomb (2)

*If player calls during bomb disposal

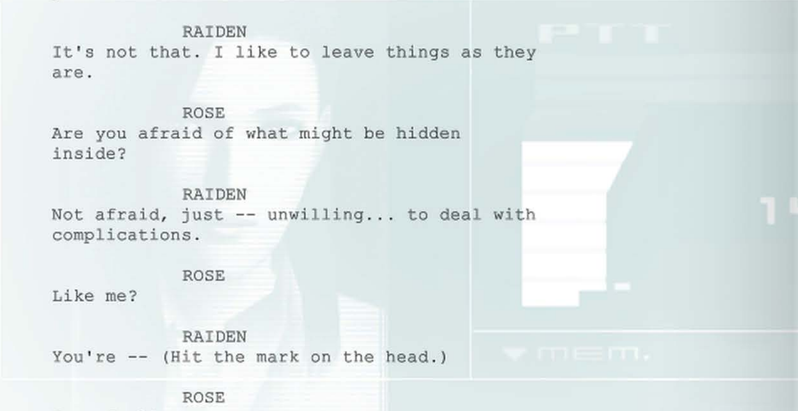
ROSE
Hey, Jack? I bet bomb disposal's a lot like starting a relationship.

RAIDEN
Huh? What are you talking about?

ROSE
Carefully dismantling emotional defenses, being on your toes constantly... you know?

RAIDEN
I guess. Neither of them are my strong point.

ROSE
laughs It's true that you're not the most patient man in the world.



RAIDEN
It's not that. I like to leave things as they are.

ROSE
Are you afraid of what might be hidden inside?

RAIDEN
Not afraid, just -- unwilling... to deal with complications.

ROSE
Like me?

RAIDEN
You're -- (Hit the mark on the head.)

ROSE
Hey, Jack?

RAIDEN
Yeah?

ROSE
Do you know why I took this job?

RAIDEN
?

ROSE
I wanted to see what you were really like.

RAIDEN
But we've been together a while. You know me already.

ROSE
No -- you never let me in past a certain point. And I need to know what's there.

RAIDEN
... Hahhhh (Why are you bringing this up again?). Are you trying to take me apart now?

ROSE
Hey, it's not important.

ROSE
Good luck, Jack.

During bomb disposal, Raiden jealous of Snake

ROSE
You're looking pretty good.

RAIDEN
Yeah?

ROSE
I wonder how Lieutenant J.G. Pliskin is doing...

RAIDEN
Well, he's doing pretty good too.

ROSE
Oh, really? I'm glad!

RAIDEN
Why are you so worried?

ROSE
Huh?

RAIDEN
About Pliskin.

ROSE
Well, I mean, he's defusing the bombs along with you. If he screws something up, you'll be...

RAIDEN
I guess so. He'll be all right, I'm sure. Don't worry about it.

ROSE
Okay. Hang in there.

Right after Peter's death

ROSE
Jack, are you all right?

RAIDEN
Yeah. I'm okay, but Stillman... I'm going to have to finish this myself.

ROSE
What about Lieutenant J.G. Pliskin?

*If player tried calling him

RAIDEN
I haven't been able to contact him.

ROSE
I see.

*If player hasn't tried calling him

RAIDEN
I don’t know.

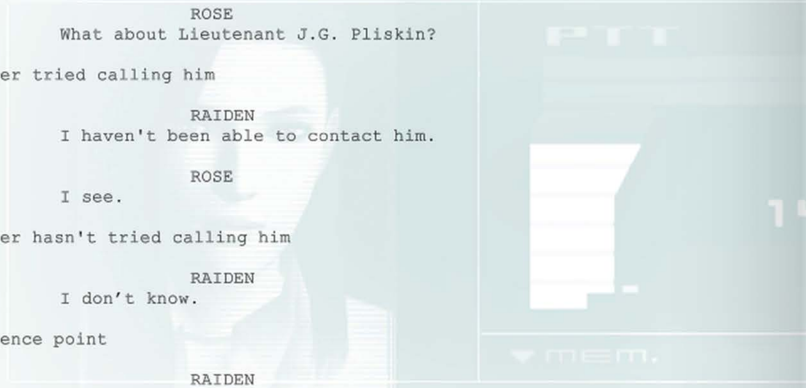
*Convergence point

RAIDEN
He's not the kind of guy who'd fold that easily... I'm sure he's still alive.

ROSE
I guess there's nothing we can do but pray for his safety.

RAIDEN
Yeah. But if we don't take care of these bombs soon, there'll be nothing left to pray for.

ROSE
You're right. I know you can do it, Jack!



Pliskin envy

ROSE
Jack, I know you're probably doing fine, but don't get discouraged. Remember, Lieutenant J.G. Pliskin is with you too. You'll be all right.

RAIDEN
sullenly ...

ROSE
What's wrong?

RAIDEN
moodily Nothing.

ROSE
Don't give me that. Every time you say "nothing," it's always something. What's wrong?

RAIDEN
It's just that, you know... you seem to think pretty highly of him.

ROSE
Well...

RAIDEN
Yeah. Pliskin's the kind of guy you can really depend on. Isn't he?

ROSE
Wha-? (Are you jealous?)

RAIDEN
What!?

ROSE
Heh heh. Yeah, Pliskin is one heck of a man, isn't he? He's so cool, so -- confident!

RAIDEN
... Yeah, yeah...

ROSE
But he's nowhere near as cool as you. You'll always be my No. 1. Always.

RAIDEN
But... that's not what I meant...

ROSE
Hee hee. You know, you're kinda cute sometimes. Bye, Jack.

If player hadn't saved in a while

ROSE
sarcastically So, looks like you remembered I'm still here after all.

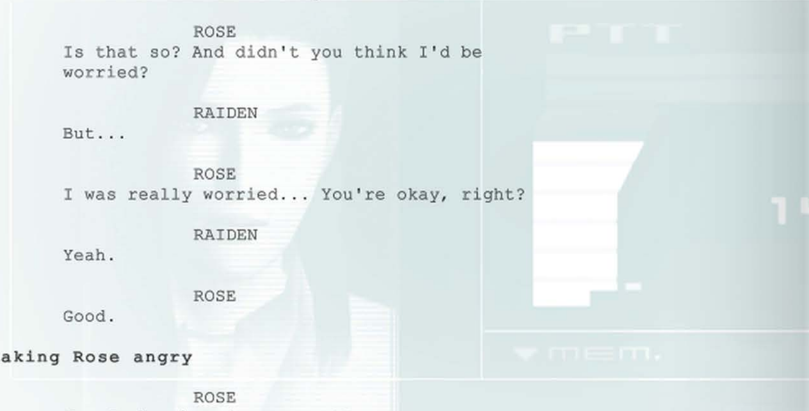
RAIDEN
Huh?

ROSE
I thought you'd completely forgotten that I existed.

RAIDEN
Of course not! What's wrong with you?

ROSE
It's just... you haven't saved in a while.

RAIDEN
That doesn't mean I forgot.



ROSE
Is that so? And didn't you think I'd be worried?

RAIDEN
But...

ROSE
I was really worried... You're okay, right?

RAIDEN
Yeah.

ROSE
Good.

After making Rose angry

ROSE
So, Jack, what do you want?

RAIDEN
What do I want...? Well, I'd like to save, if that's okay.

ROSE
Then go ahead.

*The "SAVE" option becomes "I WON'T MAKE YOU SAVE"

RAIDEN
This is a joke, right? Rose...

ROSE
What now?

RAIDEN
What do you mean, what now? Save my data, please.

ROSE
Hmph. Fine. Don't you have something you want to say before that?

RAIDEN
Like what?

ROSE
...

RAIDEN
All right, I get it. I'm sorry. There, are you satisfied?

ROSE
Close enough.

RAIDEN
whispers ... You selfish...

ROSE
What was that?

RAIDEN
Nothing. Just talking to myself.

Peter could actually walk

ROSE
I can't believe it... Stillman's prosthetic leg was all a big lie!

RAIDEN
Don't be too hard on him, Rose.

ROSE
But he's got no right to go around pretending he's got a prosthetic leg! That's an insult to people who really can't walk!

RAIDEN
Everyone's got their own reasons. Sometimes, you've got no choice but to lie...

ROSE
... You're right. I guess it is necessary sometimes... (She's remembered she's telling the biggest lie of all.)

RAIDEN
Rose?

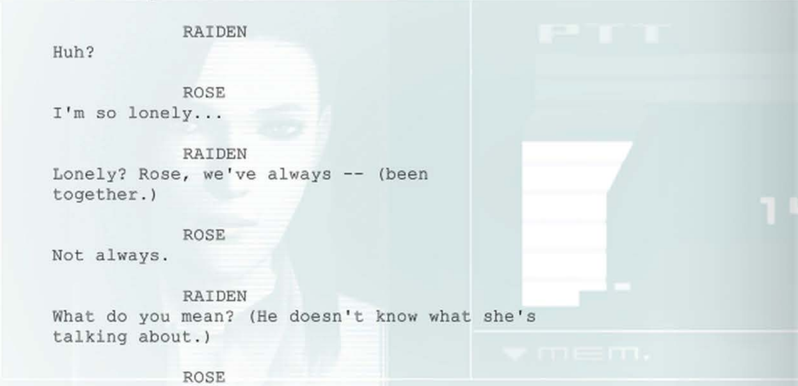
ROSE
It's nothing. Well, see ya.

Rose Codec call (1)

ROSE
Jack...

RAIDEN
What is it?

ROSE
I've always been alone...



RAIDEN
Huh?

ROSE
I'm so lonely...

RAIDEN
Lonely? Rose, we've always -- (been together.)

ROSE
Not always.

RAIDEN
What do you mean? (He doesn't know what she's talking about.)

ROSE
You've never slept beside me...

RAIDEN
What are you talking about? I --

ROSE
After we've been together in my room... you stay awake all night or you head for the door.

RAIDEN
Is this really the time to bring this up?

ROSE
Why, Jack? Why?

RAIDEN
Listen, Rose. I'm right in the middle of a mission, and I...

ROSE
Why!? Why can't you relax when you're with me!?

RAIDEN
Look... the mission... I...

ROSE
Why don't you open up to me!?

RAIDEN
getting carried away Rose... I... I just can't!

ROSE
All I ever wanted was to share your dreams -- to spend a meaningful evening with you...

ROSE
I just wanted to find you by my side when I woke up. Is that asking too much?

RAIDEN
It's the night -- I'm scared of the night... it's got nothing to do with you... (He's talking about the past. He cries in his sleep.)

ROSE
Scared of the night? What's that supposed to mean? (That isn't an answer.)

RAIDEN
I can't relax when I'm with someone...

ROSE
Jack? You wouldn't even let me in your room! (She's a spy, so she was trying to get closer to him.)

RAIDEN
I need privacy... I just can't be bothered.

ROSE
Bothered!?

RAIDEN
Wrong word! What I wanted to say was that there are certain things that I have to keep to myself... (He doesn't want her to know about his past.)

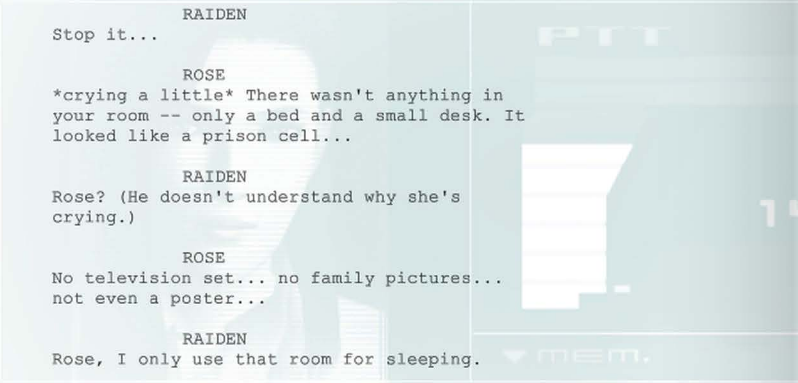
ROSE
Do you remember that time I forced my way into your room? We'd known each other for almost a year... and you blew up! It was the first time you ever raised your hand against me! (She starts to cry.)

RAIDEN
... (He regrets it.)

ROSE
I was so worried about you... (She was really spying on him.)

RAIDEN
Look... I'm sorry...

ROSE
It wasn't your violent nature that scared me. It was your room... your heart...



RAIDEN
Stop it...

ROSE
crying a little There wasn't anything in your room -- only a bed and a small desk. It looked like a prison cell...

RAIDEN
Rose? (He doesn't understand why she's crying.)

ROSE
No television set... no family pictures... not even a poster...

RAIDEN
Rose, I only use that room for sleeping.

ROSE
A lifeless room... almost like your empty heart.

RAIDEN
That's why I tried to keep you out.

ROSE
I thought I was beginning to understand you -- until I saw that room.

RAIDEN
sarcastically Would you've been happier if I had a picture of you hanging on the wall!?

ROSE
That's not what I was trying to say --

RAIDEN
Enough, Rose. We'll talk about this later... after the mission.

ROSE
Right... after the mission... I understand.

Emma, Raiden, and Rose (1)

*Rose calls if Raiden and Emma are flirting with each other

ROSE
Well, Jack. It sounds like you and Miss Emma are getting along just fine.

RAIDEN
Rose?

ROSE
I've been monitoring your every move and conversation. I can't say it's been fun...

RAIDEN
Give me a break! I'm only trying to keep her spirits up.

ROSE
Is that right?

RAIDEN
Absolutely. My mission is to get her to the Computer Room.

ROSE
That's all?

RAIDEN
Yeah.

ROSE
You're lying. You're attracted to her, aren't you?

RAIDEN
... I'll admit she's cute.

ROSE
Cuter than me?

RAIDEN
Rose, you're beautiful. You know how I feel about you.

ROSE
Have you remembered yet?

RAIDEN
You mean April 30th?

ROSE
Yes.

RAIDEN
It's your birthday, isn't it?

ROSE
Wrong! You're not even warm!

RAIDEN
What is it then?

ROSE
Forget it... it's nothing. Maybe I'm just a little... a little jealous...

RAIDEN
Rose!

ROSE
You'd better get moving. Good luck.

While holding hands with Emma

ROSE
Right, save complete. Goodbye.

RAIDEN
Wait a minute. What's wrong?

ROSE
Nothing. What are you talking about?

RAIDEN
What am I... Aren't you being a little cold?

ROSE
Really? Aren't you just imagining things? Maybe I'm just not as warm as that hand you've been holding for quite some time now.

RAIDEN
Rose, you know this isn't...

ROSE
I know, I'm just teasing you. But I was thinking -- I was wondering whether you would be as protective if it were me instead of Emma.

RAIDEN
Of course I would!

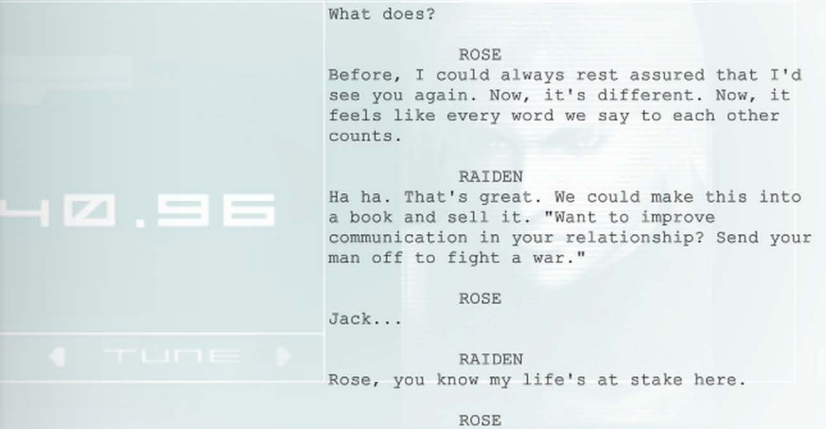
ROSE
Think so? Oh, that's right. You're such a kind person. (She doesn't like that he's so nice to everyone.)

RAIDEN
Rose!

ROSE
Forget about it. Good luck.

A fresh perspective

ROSE
Now that I think about it, it feels kind of fresh.



RAIDEN
What does?

ROSE
Before, I could always rest assured that I'd see you again. Now, it's different. Now, it feels like every word we say to each other counts.

RAIDEN
Ha ha. That's great. We could make this into a book and sell it. "Want to improve communication in your relationship? Send your man off to fight a war."

ROSE
Jack...

RAIDEN
Rose, you know my life's at stake here.

ROSE
So is mine!

RAIDEN
Rose?

ROSE
I'm sorry. But I'm really worried too! I can't help but feel like I'm fighting this battle along with you.

RAIDEN
Yeah... I know. Thanks.

What day is tomorrow?

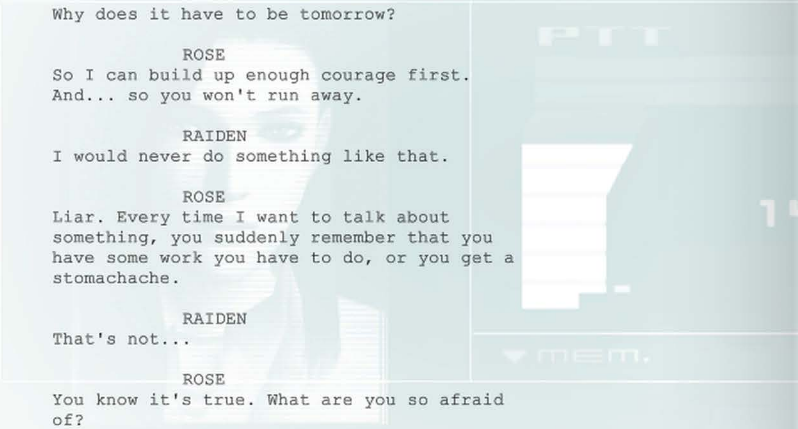
ROSE
Jack, have you remembered what day it is tomorrow?

RAIDEN
Uh... no.

ROSE
I see. (That's too bad.)

RAIDEN
changing the subject Ah, you said you had something you wanted to talk to me about. What was it?

ROSE
We'll talk about it tomorrow.



RAIDEN
Why does it have to be tomorrow?

ROSE
So I can build up enough courage first. And... so you won't run away.

RAIDEN
I would never do something like that.

ROSE
Liar. Every time I want to talk about something, you suddenly remember that you have some work you have to do, or you get a stomachache.

RAIDEN
That's not...

ROSE
You know it's true. What are you so afraid of?

RAIDEN
I'm not afraid of anything. And I won't try to run away.

ROSE
Is that so? Well, then we'll talk tomorrow.

RAIDEN
Yeah.

ROSE
So... you have to come back, okay?

RAIDEN
I know.

Least favorite subject

ROSE
Jack, how's the mission going?

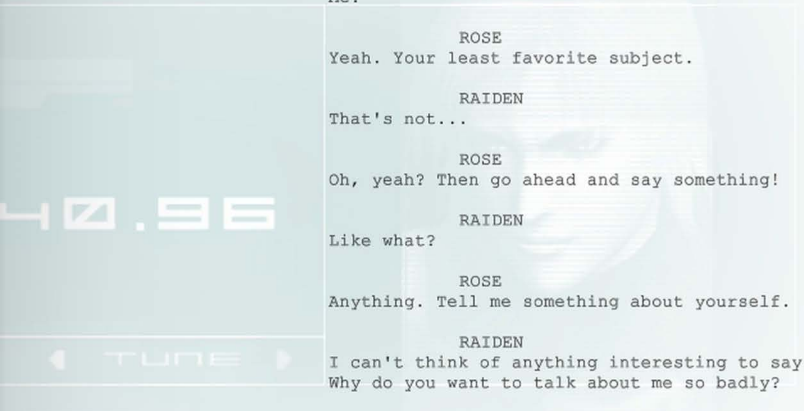
RAIDEN
Fine.

ROSE
"Fine." Is that it?

RAIDEN
... Look, I don't really feel like talking about the mission. At least with you, I want to talk about something else.

ROSE
Okay, then...let's talk about you.

RAIDEN
Me?



ROSE
Yeah. Your least favorite subject.

RAIDEN
That's not...

ROSE
Oh, yeah? Then go ahead and say something!

RAIDEN
Like what?

ROSE
Anything. Tell me something about yourself.

RAIDEN
I can't think of anything interesting to say. Why do you want to talk about me so badly?

ROSE
Because I'm curious.

RAIDEN
But why?

ROSE
Is it really that strange to want to know more about someone you love?

RAIDEN
No, it's not strange, but...

ROSE
You know, sometimes I...

ROSE
Oh, look, now we're talking about me, not you.

RAIDEN
...

ROSE
Why won't you tell me anything?

ROSE
About what you were like as a child, what kind of things you liked to do, what kind of people your parents were...

ROSE
I've never heard you talk about any of that. Why?

RAIDEN
... I...

ROSE
Don't you think it's just a little bit unusual? That I don't know anything about my own boyfriend's past?

RAIDEN
Rose... when I get back, I'll tell you everything.

ROSE
Is that... a promise?

RAIDEN
Yes. It's a promise...

ROSE
... (She doesn't believe him.)

Being greedy

RAIDEN
Rose.

ROSE
teasingly So, have you decided to talk yet?

RAIDEN
Nope.

ROSE
brightly since she didn't think he would That's too bad.

RAIDEN
... Why are you so interested in me all of a sudden?

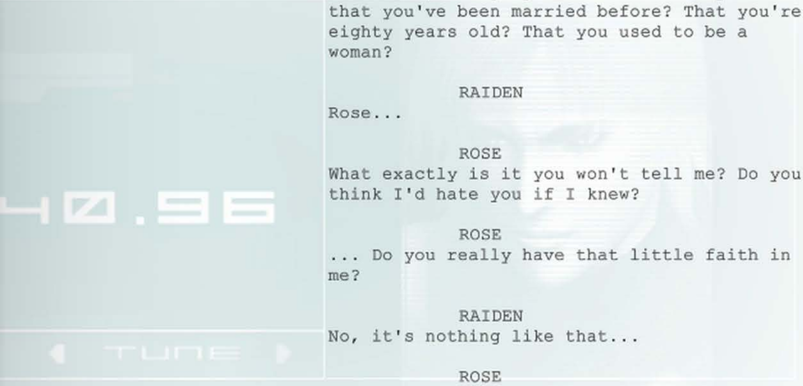
ROSE
Because I'm curious. More so than before... Does it really bother you that much?

RAIDEN
There must be some things you don't want to say.

ROSE
Like what?

RAIDEN
... You know, those things you don't want to say.

ROSE
Let's see, things you don't wanna say... like that you've been married before? That you're eighty years old? That you used to be a woman?



RAIDEN
Rose...

ROSE
What exactly is it you won't tell me? Do you think I'd hate you if I knew?

ROSE
... Do you really have that little faith in me?

RAIDEN
No, it's nothing like that...

ROSE
Then what is it?

RAIDEN
...

ROSE
sighs It really bothers me... the fact that there's a side of you I don't know... Sometimes... I just can't help myself...

RAIDEN
You've got me right now. Isn't that enough?

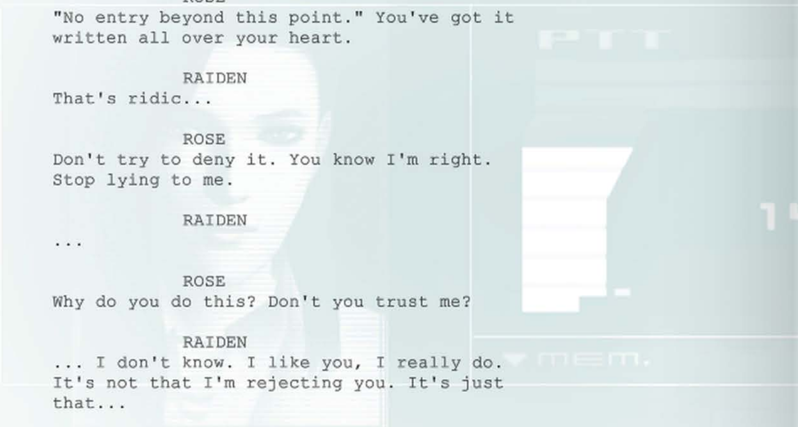
ROSE
No. It's not. I'm sorry, I know I'm being greedy, but... it's just not enough.

RAIDEN
...

No trespassing

ROSE
Jack, I've been thinking for a long time. You've got a No Trespassing sign pasted on your heart.

RAIDEN
What?



ROSE
"No entry beyond this point." You've got it written all over your heart.

RAIDEN
That's ridic...

ROSE
Don't try to deny it. You know I'm right. Stop lying to me.

RAIDEN
...

ROSE
Why do you do this? Don't you trust me?

RAIDEN
... I don't know. I like you, I really do. It's not that I'm rejecting you. It's just that...

ROSE
All right, I understand. Forget about it.

RAIDEN
... I'm sorry...

ROSE
But, someday... do you think you might let me in? To the other side of that sign?

RAIDEN
Yeah... someday.

ROSE
Okay... someday... promise me?

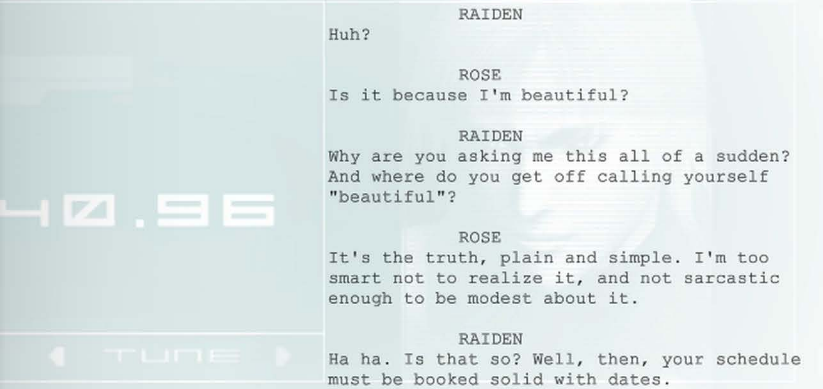
RAIDEN
Yeah, I promise.

The apparent problems of being a beautiful woman

ROSE
You know, Jack... there's something that bugs me sometimes...

RAIDEN
What?

ROSE
Why are you going out with me?



RAIDEN
Huh?

ROSE
Is it because I'm beautiful?

RAIDEN
Why are you asking me this all of a sudden? And where do you get off calling yourself "beautiful"?

ROSE
It's the truth, plain and simple. I'm too smart not to realize it, and not sarcastic enough to be modest about it.

RAIDEN
Ha ha. Is that so? Well, then, your schedule must be booked solid with dates.

ROSE
You bet. I've even hired a private secretary to deal with all of them. But she cancels all of my appointments except for yours.

RAIDEN
...

ROSE
sighs ... Sometimes it really does bother me. Sometimes I think all you want is a pretty face to accompany you to parties.

RAIDEN
What are you...

ROSE
Just to make everyone jealous when they see you with me...

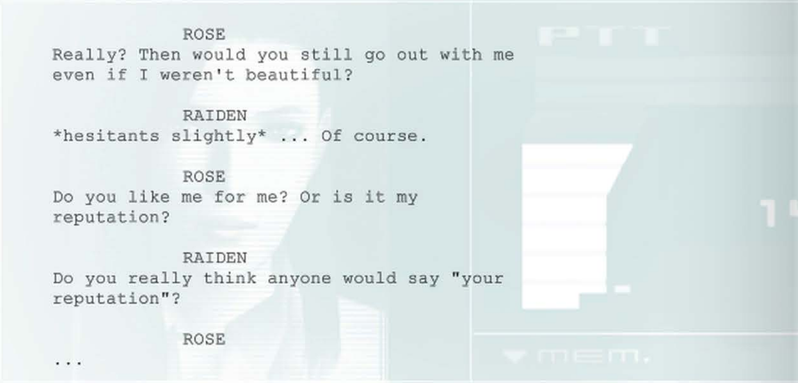
RAIDEN
You're being ridiculous.

ROSE
Oh, really? But you never talk about yourself.

ROSE
I never know whether it's really me you want by your side...

ROSE
... whether you'd ditch me if you found someone prettier... (It makes me anxious.)

RAIDEN
You know that's not true.



ROSE
Really? Then would you still go out with me even if I weren't beautiful?

RAIDEN
hesitants slightly ... Of course.

ROSE
Do you like me for me? Or is it my reputation?

RAIDEN
Do you really think anyone would say "your reputation"?

ROSE
...

RAIDEN
I'm just joking. Of course I like you for you. Honest truth.

ROSE
Really...Thank you.

Rose's job is also important to her

*After hearing information on a boss, etc., from Rose

ROSE
Jack, tell me... am I really helping you out?

RAIDEN
Yeah. You're a huge help. I'm lucky to have you as an analyst.

ROSE
Hmmmm. But didn't you tell me just a little while ago that I should change my job or quit or something?

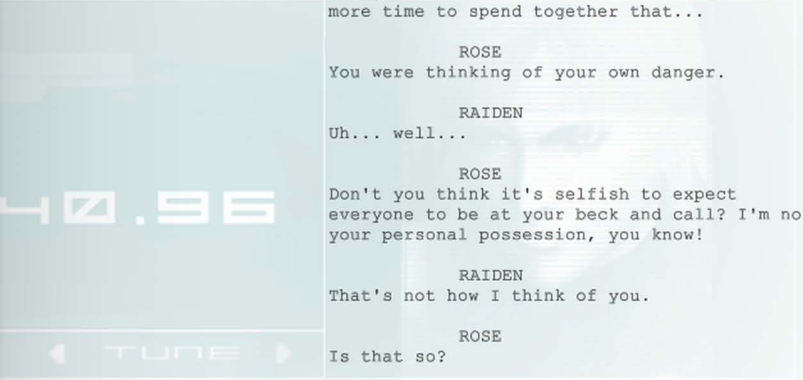
RAIDEN
Yeah... you were pretty pissed off.

ROSE
Why did you say those things?

RAIDEN
Well, you have to work overtime and stuff... it sounded pretty tough.

ROSE
But you didn't mean it, did you?

RAIDEN
resigned ... I was wrong about a lot of things then. I just thought that if we had more time to spend together that...



ROSE
You were thinking of your own danger.

RAIDEN
Uh... well...

ROSE
Don't you think it's selfish to expect everyone to be at your beck and call? I'm not your personal possession, you know!

RAIDEN
That's not how I think of you.

ROSE
Is that so?

RAIDEN
Yeah!

ROSE
... Listen. I like you. And I like the me that likes you.

ROSE
But, I do NOT like being summed up as "Jack's girlfriend." The very thought of it makes me shiver.

ROSE
There's a lot more to me than just being your girlfriend. The fact that I'm doing the job I want to do is part of that. Understand?

RAIDEN
Yeah. Of course I...

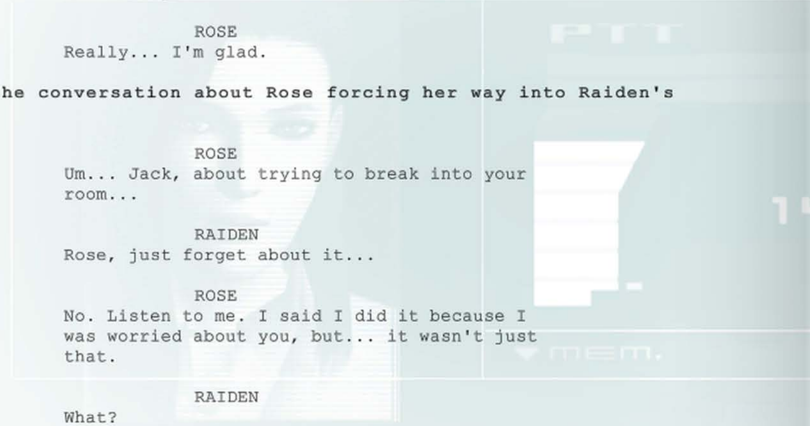
ROSE
I want to be recognized first of all for who I really am. Especially... by you.

ROSE
I don't want you, of all people, thinking that I'm just your girlfriend. (She says this because of the guilt she feels about having been ordered to play this role.)

RAIDEN
That's not what I think at all.

ROSE
Can you really say that?

RAIDEN
Absolutely.



ROSE
Really... I'm glad.

After the conversation about Rose forcing her way into Raiden's room

ROSE
Um... Jack, about trying to break into your room...

RAIDEN
Rose, just forget about it...

ROSE
No. Listen to me. I said I did it because I was worried about you, but... it wasn't just that.

RAIDEN
What?

ROSE
I was suspicious. I thought there might be someone else...

RAIDEN
Someone else?

ROSE
Another woman.

RAIDEN
Rose...

ROSE
I really thought so... because sometimes, you're so horribly cold.

RAIDEN
You know I wouldn't...

ROSE
I'm serious. Sometimes I feel like you're pushing me away. So I...

RAIDEN
Did you get in?

ROSE
Yeah.

RAIDEN
Are you satisfied now? There wasn't anyone there, was there?

ROSE
No. No, there was no one there. There was absolutely no one in your room. Not another woman. Not me. Not even you.

RAIDEN
Rose...

ROSE
I'm sorry. I just wanted to apologize, that's all. Talk to you later.

It must be hard

ROSE
Jack... it must be hard for you.

RAIDEN
Yeah. When I watch people die like this...

ROSE
No, I mean it must be hard for you in general.

RAIDEN
What?

ROSE
You always seem like you're trying to deny something within yourself, but can't...

RAIDEN
... (Bull's eye.)

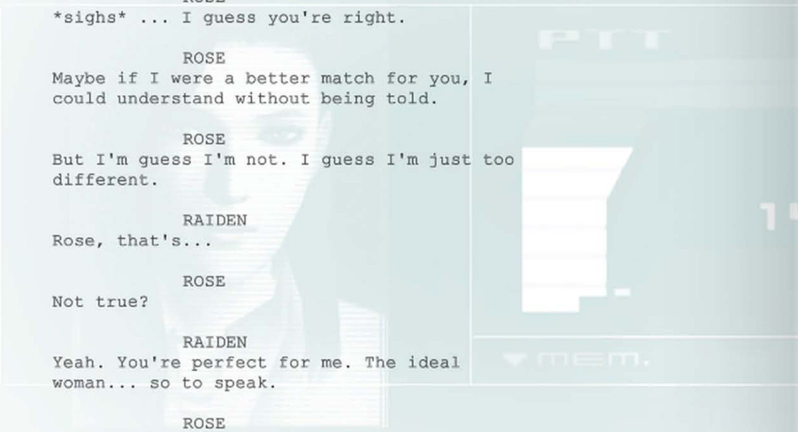
ROSE
And I have no idea what's making you suffer so much. That's hard for me. If only you'd talk to me about it... (I could've helped you.)

RAIDEN
There are some things I want you to understand without me having to explain.

ROSE
You can't possibly expect me to...

ROSE
... (She comes to a sudden realization and falls silent.)

RAIDEN
Rose?



ROSE
sighs ... I guess you're right.

ROSE
Maybe if I were a better match for you, I could understand without being told.

ROSE
But I'm guess I'm not. I guess I'm just too different.

RAIDEN
Rose, that's...

ROSE
Not true?

RAIDEN
Yeah. You're perfect for me. The ideal woman... so to speak.

ROSE
Ideal...? (She has been ordered to play the role of Raiden's ideal woman.)

RAIDEN
Yeah.

ROSE
... If...

RAIDEN
Huh?

ROSE
... If... if I was... (an act, what would you do?)

RAIDEN
What are you trying to say?

ROSE
... Nothing, never mind. Sorry, I was about to say something stupid. Get back to the mission.

After learning that Raiden was a child soldier

ROSE
Jack... I was serious when I said I wanted you to propose to me...

RAIDEN
Rose?

ROSE
I was really worried. There are times when it seems like you're not really looking at me, and that if I looked away for a moment, you'll disappear...

ROSE
I wanted to make sure you couldn't get away. I thought that if we lived together, maybe things would change, that maybe we could change things ourselves.

RAIDEN
...

ROSE
But that wasn't the problem... There was something deeper...

RAIDEN
I'm sorry.

ROSE
... I guess it's impossible for me... (She couldn't completely achieve her spy role.)

RAIDEN
What are you saying?

ROSE
I'm sorry, Jack. I love you. I really do. Please believe me... whatever happens.

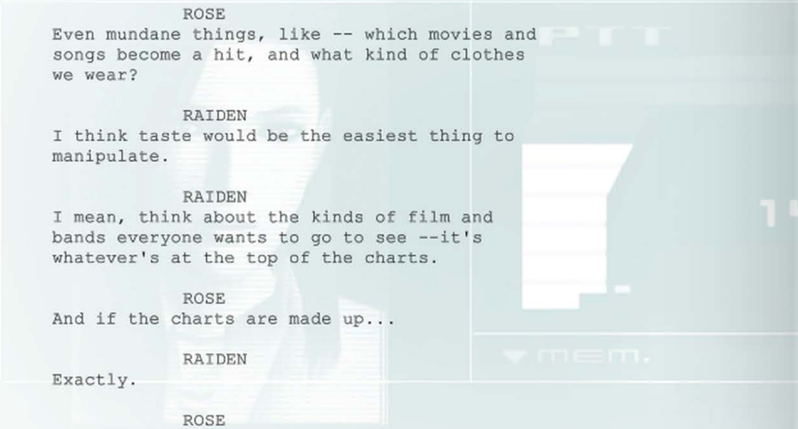
RAIDEN
Rose?

ROSE
Bye, Jack.

The Patriots

ROSE
Jack, how far do you think the Patriots' digital control extends?

RAIDEN
I don't really know, but it probably influences a lot of what goes on in our everyday lives.



ROSE
Even mundane things, like -- which movies and songs become a hit, and what kind of clothes we wear?

RAIDEN
I think taste would be the easiest thing to manipulate.

RAIDEN
I mean, think about the kinds of film and bands everyone wants to go to see --it's whatever's at the top of the charts.

ROSE
And if the charts are made up...

RAIDEN
Exactly.

ROSE
But you can't really control individual taste. It's too closely tied to personality.

RAIDEN
I don't know about that. Trends have always been about following the leader...

ROSE
Not necessarily.

RAIDEN
The age of direct personal interaction is over. So is the idea of word-of-mouth communication. Rose, you have any friends you've met online?

ROSE
Huh? Yeah, I do.

RAIDEN
How many?

ROSE
Well -- if you count only the ones I talk to a lot, I'd say about twenty.

RAIDEN
How many of those have you actually met?

ROSE
One or two, tops...

RAIDEN
Uh-huh. That's how it is for everyone, I guess. And even if your online buddies had fake identities and were circulating false information, you'd have no way of knowing.

ROSE
Fake identities... (She's worrying about herself.)

RAIDEN
Right. And there'd be no way for you to know for sure.

ROSE
Well, what about people who do meet face to face then -- like us?

RAIDEN
Us?

ROSE
Have you ever really shown me the real you?

RAIDEN
... I wouldn't even know the real me myself.

ROSE
But you're being honest with yourself now -- well that's how I see it.

RAIDEN
Well, how am I being honest?

ROSE
I've never seen you show so much -- feeling. Fear, anger, even a kind of giddiness...

ROSE
It may seem a strange thing to say, but you're living out loud for the first time that I've seen.

RAIDEN
I'm just trying to get the job done. This is war, you know.

ROSE
I do know that. I'm just saying you're different from your usual restrained self.

RAIDEN
What about you, then?

ROSE
I always want to be open with you, as much as I can...

After the Colonel goes crazy

RAIDEN
Rose, the Colonel is acting strange.

ROSE
Oh? I haven't heard from him in a while.

RAIDEN
What do you mean? Isn't he there?

ROSE
No, I'm by myself.

RAIDEN
You're telling me you've never met the guy either?

ROSE
No -- and they blindfolded me when they brought me here.

RAIDEN
I've never seen his face...

ROSE
Is everything okay?

RAIDEN
Yeah -- It's nothing. Don't worry about it.

Tengu passageway A

RAIDEN
Rose, can you hear me?

ROSE
I'm right here.

RAIDEN
Actually -- that's okay. Forget it.

ROSE
Jack? What is it?

RAIDEN
You wouldn't understand.

ROSE
Try me, Jack. Please?

RAIDEN
I can't, not to you.

ROSE
Please tell me. I can help you.

RAIDEN
No. There's no way you'd understand.

ROSE
You can tell Snake, but you won't tell me?

RAIDEN
He's different.

ROSE
Why? I'm in this war too -- with you.

RAIDEN
No, the war is out here. Not on a live feed to some control room.

ROSE
You want me to pick up a gun and fight, is that it?

RAIDEN
Lord, no. You're the one person that I'd do anything to keep out of this place.

ROSE
Then what is it?

RAIDEN
I'm a -- a killer.

ROSE
But...

RAIDEN
I see men hit, I see them die in agony. And I don't feel a thing for them.

*Rose's character model turns into the Colonel's (wires are getting crossed)

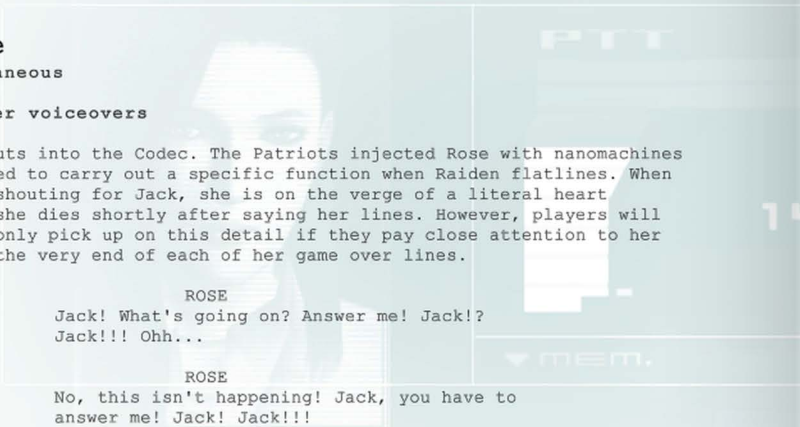
ROSE
Don't think things like that, Jack.

RAIDEN
I'm a born and bred killer, nothing like Snake. He fights for something he believes in...

*Rose's model reappears

ROSE
So do you. You're doing your duty!

RAIDEN
No, I'm not. Somewhere deep inside, I'm enjoying this -- this game.



•Rose

Miscellaneous

Game over voiceovers

Rose shouts into the Codec. The Patriots injected Rose with nanomachines programmed to carry out a specific function when Raiden flatlines. When Rose is shouting for Jack, she is on the verge of a literal heart attack; she dies shortly after saying her lines. However, players will perhaps only pick up on this detail if they pay close attention to her gasp at the very end of each of her game over lines.

ROSE
Jack! What's going on? Answer me! Jack!? Jack!!! Ohh...

ROSE
No, this isn't happening! Jack, you have to answer me! Jack! Jack!!!

ROSE
No...no!! Jack, please answer me! Jack!!!

ROSE
Oh god no... Jack! Jack!! Jack!!!

• Snake

Weapon Facts and Figures

PSG1

SNAKE
The PSG1 is an anti-terrorist automated sniper rifle.

SNAKE
It features roller-locked action which allows a full free-floating barrel.

SNAKE
The end result is an automatic rifle with precision equal to that of a bolt-action sniper rifle.

SNAKE
The rifle has a 5-round group capacity of 50 mm at a range of approximately 270 meters.

SNAKE
In my opinion, the PSG1 is one of the finest sniper rifles in the world. Although you've probably fired a few rounds in VR training, there are a few differences in handling the rifle you should be aware of.

SNAKE
First, that the PSG1 is equipped with a special magnification-adjustable scope.

SNAKE
For precision shooting, it allows you to zoom in on your target. And for wide-range viewing, all you have to do is zoom out.

SNAKE
Another difference is that you aren't limited to firing from the prone position. In short, you can fire from a crouching or standing position.

SNAKE
However, the less stable your position, the tougher it is to hold your aim steady.

SNAKE
For accuracy, the best thing to do is crawl up to your target and fire from a prone position.

PSG1-T

SNAKE
The PSG1-T that you have there is a PSG1 with a modified barrel for firing tranquilizer rounds.

SNAKE
It handles like a PSG1. The only difference is that it spares lives.

SNAKE
It's up to you whether you want to use it or not.

M4

SNAKE
Looks like you've got an M4. The M4 is an assault carbine favored by the U.S. SOCOM.

SNAKE
It's a descendant of the M1 carbine used in World War II.

SNAKE
The "4" refers to the fact that it's the fourth carbine to be officially adopted by the American military.

SNAKE
Basically, it was developed for the Special Forces using the M16A as a base.

SNAKE
The M4 carries thirty rounds of 5.56mm x 45 SS109s.

SNAKE
By the way, carbines are short-barreled rifles originally developed for cavalry use. But as far as you're concerned... you won't need to remember that.

Coolant Spray

SNAKE
The coolant spray that you have is great for freezing the C4 set by Fatman.

SNAKE
After you equip the spray, you can discharge the coolant by pressing the Weapon Button.

SNAKE
When the coolant is exposed to the open air, it changes into a gel and adheres to the C4 and stays at a low temperature.

SNAKE
Spray a lot of coolant to cover the C4 and make sure that it won't melt away.

SNAKE
This means that once you coat the C4 with this stuff, you can assume it won't explode.

SNAKE
You've got enough there so you don't have to worry about running out.

SNAKE
It's important to remember that once you equip yourself with the spray, you won't be able to move.

SNAKE
If an enemy approaches while you're spraying the coolant, the best thing to do is put it away and hide.

SNAKE
On top of dealing with the C4, you can use the spray against an enemy. Don't forget that.

Claymore

SNAKE
That's a Claymore mine. The Claymore is a directional mine that can be set up on the ground.

SNAKE
It's mainly used for ambush or defense. It can also be used against light vehicles and other soft-skinned targets.

Claymore (2) - if they disappear

SNAKE
That claymore mine has a built-in stealth function. It becomes invisible to the eye once it's set.

SNAKE
To find this type of mine once it's been set requires you'll need either a mine detector or thermal goggles.

SNAKE
When the stealth function kicks in, the mine's anti-personnel sensor goes immediately into action.

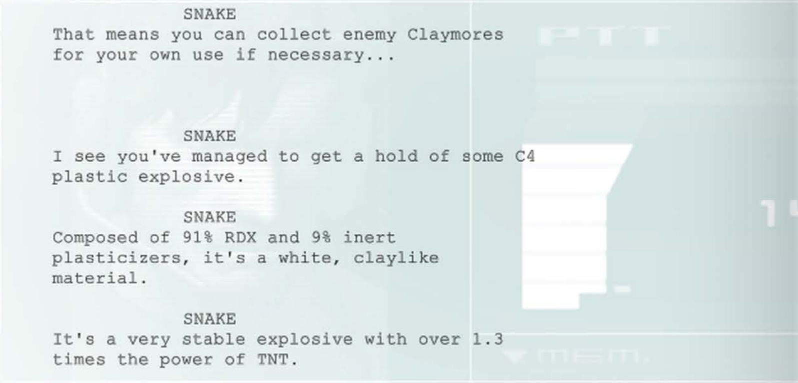
Claymore (3)

SNAKE
This mine goes off when it detects someone approaching from the front. The explosion fans out shrapnel and metal balls to create a fan-shaped destructive zone.

SNAKE
An important thing to remember is that the sensor is not selective... the mine will attack friend or foe.

SNAKE
What I'm trying to say is -- don't trigger your own trap.

SNAKE
You can recover a set Claymore by crawling up to it carefully.



SNAKE
That means you can collect enemy Claymores for your own use if necessary...

C4

SNAKE
I see you've managed to get a hold of some C4 plastic explosive.

SNAKE
Composed of 91% RDX and 9% inert plasticizers, it's a white, claylike material.

SNAKE
It's a very stable explosive with over 1.3 times the power of TNT.

SNAKE
Immune to heat or shock, C4 will only explode when triggered by a detonator.

SNAKE
Since your wireless detonator is equipped with both a scrambler and encryption, you don't have to worry about the C4 being accidentally triggered by other wavelengths such as those emitted by jamming devices.

SNAKE
You set the C4 with the Weapon Button and detonate it with the Punch Button. One other thing... don't get caught in its blast.

Directional Microphone

SNAKE
The directional microphone is a very sensitive piece of equipment that picks up the slightest sound.

SNAKE
It's a high-precision mike that's been designed to pick up sounds in front of it.

SNAKE
In short, it will pick up sounds in the direction you point it.

SNAKE
The microphone comes equipped with a miniature amplifier that will pick up a heartbeat if it's pointed properly at a living target.

RGB6

SNAKE
You've got an RGB6, a Croatian-manufactured 40mm, 6-round grenade launcher.

SNAKE
It's a weapon that was unavailable in VR training.

SNAKE
The RGB6 has a spring-driven revolver-type cylinder for handling six grenades.

SNAKE
It delivers grenades with greater accuracy than throwing the things, and it's effective for taking out enemies with body armor -- not to mention those hiding behind objects.

SNAKE
Since a launched grenade travels on a parabolic trajectory, hitting a target depends on your angle of fire.

Stinger

SNAKE

The Stinger is a portable surface-to-air missile launcher. Once you lock on to a target and fire, the missile will automatically pursue the target using its infrared seeker.

SNAKE

However, the Stinger you have hasn't been updated to deal with countermeasures.

SNAKE

The missile's seeker might be thrown off course by flares. Don't forget that.

Remote-Controlled Missile

SNAKE

You've got yourself a remote-controlled missile. Referred to as Nikita, it's a wireless guided projectile.

SNAKE

It's a surveillance missile based on Micro Air Vehicle technology. You control it by watching the image transmitted from the CCD camera mounted on the missile.

SNAKE

Although it's primarily designed for scouting missions, it carries a small explosive charge that allows a long-distance attack.

SNAKE

You can also trigger the charge by removing it from equip status following the missile's launch.

SNAKE

You won't be able to move while controlling the missile. Also, you'll have to be careful that you don't run out of fuel while it's in flight.

SNAKE

Unlike VR training, you won't have a bird's-eye view to help you control the missile.

Grenade

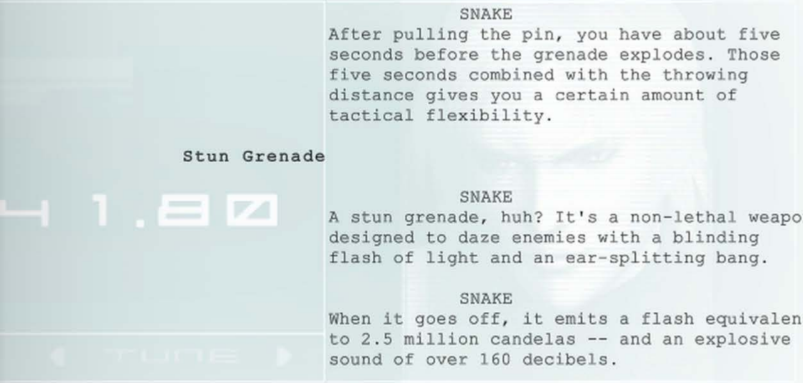
SNAKE
The hand grenade is an anti-personnel weapon that is manually delivered to a target. Put simply -- you throw it.

SNAKE
The blast itself and the resulting shrapnel takes out enemy targets.

SNAKE
The grenade is charged with composite B -- an explosive composed of 40% TNT and 60% RDX.

SNAKE
You press the Weapon Button to pull the pin, and release the button to throw the grenade. Throwing distance varies with how hard you press the Weapon Button.

SNAKE
After pulling the pin, you have about five seconds before the grenade explodes. Those five seconds combined with the throwing distance gives you a certain amount of tactical flexibility.



Stun Grenade

SNAKE
A stun grenade, huh? It's a non-lethal weapon designed to daze enemies with a blinding flash of light and an ear-splitting bang.

SNAKE
When it goes off, it emits a flash equivalent to 2.5 million candelas -- and an explosive sound of over 160 decibels.

SNAKE
In simpler terms, that's over 120 times the brightness of a police flashlight and the sound of a jet during take-off.

SNAKE
At the same time, it releases about 2700 of heat. But that's only at the millisecond level. So don't expect it to ignite anything.

SNAKE
The sound emission is also at the millisecond level, so there's no permanent damage to the victim's hearing.

SNAKE
Used properly, your enemies will lose consciousness... It's not a lethal weapon.

Chaff Grenade

SNAKE
You're holding a chaff grenade -- an electronic warfare weapon designed to disrupt electronic equipment and jam transmissions.

SNAKE
Detonated with a small charge, the grenade releases chaff and a miniature active jammer.

SNAKE
The grenade should render electronic equipment useless for a brief period of time.

SNAKE
It's important to note that radar and other equipment which you might have on hand will also be affected.

SNAKE
So be careful with the thing if you're using electronic devices.

Magazine

SNAKE
What you've got there is an empty magazine for hand guns and automatic weapons. Press the Weapon Button for the windup, and release the button to throw it.

SNAKE
Hitting an enemy with it won't do much damage. But if used properly, it will provide a distraction.

SNAKE
Throwing distance depends on how strong you press the Weapon Button.

SNAKE
It might be even more useful if you can accurately throw the magazine to a desired spot while in First Person View.

Tranquilizer Gun

SNAKE

That's a tranquilizer gun with a sound suppressor. Hit an enemy with that and it's good night, sleep tight...

SNAKE

The time in which the tranquilizer takes effect depends on where you hit your target.

SNAKE

If you want to knock somebody out with a single shot, aim carefully for vital spots like the head or heart.

*For those who have played the Tanker Chapter

RAIDEN

I think I've seen this modified gun before...

SNAKE

Yeah. It looks like the same gun used by Solid Snake two years ago.

SNAKE

Following that terrorist incident, similar models were made and sold among the fans of his exploits. I think that's one of them.

*Convergence point

SNAKE

That's an American military M9 modified for tranquilizer bullets.

SNAKE

When the tranquilizer bullets hit a target, the round uses the force of the impact to mix the drug, also producing a gas in the process.

SNAKE

The pressure of the gas drives a built-in piston that injects the target with a powerful anesthetic.

SNAKE

It's like firing a small hypodermic syringe.

SNAKE

This M9 is a tranquilizer gun that knocks out the enemy... it doesn't kill them.

SOCOM

SNAKE
That pistol you have is a SOCOM. It's a 45-caliber Offensive Handgun designed for the American Special Ops Command.

SNAKE
With twelve rounds of 45ACPs, it has outstanding stopping power.

SNAKE
The SOCOM has a minimum service life averaging over 6,000 rounds, and has a five-round group capacity that extends within a 1.4-inch radius.

SNAKE
It's a bit large, but the SOCOM is a gun you can trust. It also comes equipped with a laser-aiming module.

*If it doesn't have a suppressor

SNAKE
A suppressor can be attached to the SOCOM to silence gunshots. You should try to find one.

*If it does have a suppressor

(1)

SNAKE
You've got a suppressor, too.

(2)

SNAKE
Your SOCOM's got a suppressor.

*Convergence point

SNAKE
The suppressor uses multiple partitions to reduce gas discharge and keep sound and muzzle fire to a minimum.

SNAKE
By keeping the internal baffles moist, sound can be reduced by approximately thirty-eight decibels.

SNAKE
That suppressor can be screwed and secured to 10 different positions.

SNAKE

This function allows you to adjust the gun's impact point. But that doesn't really matter.

SNAKE

That's because the suppressor's already been adjusted. You should be able to get the same results you got when you didn't have a suppressor attached.

SNAKE

This'll reduce your chances of discovery as long as you don't leave too many bodies around...

SNAKE

Your ammo is also limited, so don't go shooting everything in sight.

AK

SNAKE

So, you've got an AKS-74u.

*Special requirement

SNAKE

If you wear an enemy's field outfit and carry an AK, you can pass for one of them.

*Convergence point

SNAKE

The AK is an outstanding rifle in terms of precision and reliability.

SNAKE

As evidenced by widespread licensed manufacturing -- not to mention large quantities of illegal reproductions -- the AK is in high demand around the world.

SNAKE

It is often used as reference for the design of new rifle models.

SNAKE

Designs for Israel's Galil, Finland's Valmet, and other rifles are based on the basic structure of the AK.

SNAKE
You have a smaller model of the AKS-74 that was designed for use by Special Forces personnel.

SNAKE
The stock will only extend to a maximum length of 726mm...

SNAKE
... a feature that makes the rifle easier to handle in small spaces.

*If there isn't a suppressor attached

SNAKE
The AK can be fitted with a suppressor. With a suppressor, you won't have to worry about your gunshots being heard.

*If there is a suppressor attached

SNAKE
So, you're using the suppressor. Now you won't have to worry about the enemy hearing your gunshots.

*Special requirement

SNAKE
Listen up, kid and don't forget this -- only the guards in Shell 1's core are armed with AK rifles.

SNAKE
The others are armed with the AN94, the official rifle of the Russian army.

SNAKE
If you hope to disguise yourself as the enemy, you don't want to be carrying an AK outside of Shell 1's core.

SOCOM - cocked and locked

SNAKE
The SOCOM I gave you has a double action trigger mechanism.

SNAKE
For tactical reasons, the gun's been engineered to "cock and lock," a feature allowing the safety to be locked with the trigger cocked.

SNAKE
Hostage rescue operations require precision shooting and response in millisecond terms.

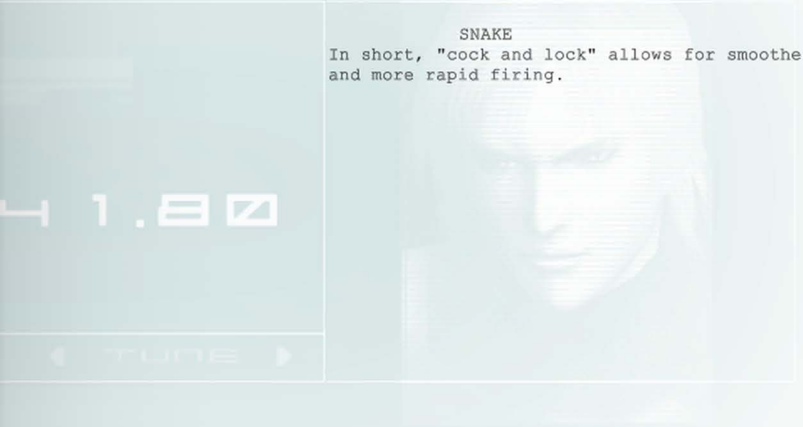
SNAKE
Rescue team members did not think highly of the first-round double action with the switch-over to single action in the following rounds.

SNAKE
Their solution was to "cock and lock." With the trigger cocked and the safety locked, the first round could be fired relatively faster.

SNAKE
Aside from the time-saving nature of this feature, it is also of vital importance when combat shooting is the foremost consideration.

SNAKE
By making the first round a single action shot, subsequent pulls of the trigger can be conducted in the same manner.

SNAKE
In short, "cock and lock" allows for smoother and more rapid firing.



•Snake

Items

Magazine

SNAKE
Raiden... what've you got there?

RAIDEN
Uh... nothing.

SNAKE
Oh, come on... don't play dumb. That kind of thinking might even be helpful on the battlefield.

RAIDEN
Yeah, but...

SNAKE
Look... aside from its educational value, you can probably use it to distract an enemy...

Cigarettes

SNAKE
I see you've still got those cigarettes I gave you.

RAIDEN
I quit a long time ago...

SNAKE
Maybe now's the time to start again?

RAIDEN
...

SNAKE
Just joking, kid. Those things'll stunt your growth and ruin your health.

SNAKE
But in the battlefield, you'll find there's other uses for those cigarettes besides smoking.

SNAKE
I'm sure you'll figure out how to use 'em when the time comes...

B.D.U.

SNAKE

I see you're wearing the enemy field uniform (B.D.U.). Looks pretty good on you.

RAIDEN

Cut it out. It's bad enough that I'm dripping with sweat wondering when somebody's gonna see through my disguise.

SNAKE

Don't worry. And quit being so sensitive. At least your walk won't give you away...

RAIDEN

My walk? Whaddya mean my walk?

SNAKE

Nothing. Forget I said it.

SNAKE

I'd worry more about the fact that the uniform's a little small for your size.

SNAKE

It just might come off when you bump into an enemy...

SNAKE

Normally, a proper-fitting uniform is issued to a soldier. You're just going to have to fit your movement to the uniform...

Cardboard Box

SNAKE

The cardboard box that you have is ideal for fooling your enemies. It's a very important tool for infiltration missions.

RAIDEN

Really?

SNAKE

Of course. I can't begin to count the number of agents whose lives were saved by a cardboard box...

RAIDEN

disbelievingly You mean everyone's using them?

SNAKE
Look. I'm not exaggerating when I say the
success of your mission hinges on how you use
that cardboard box.

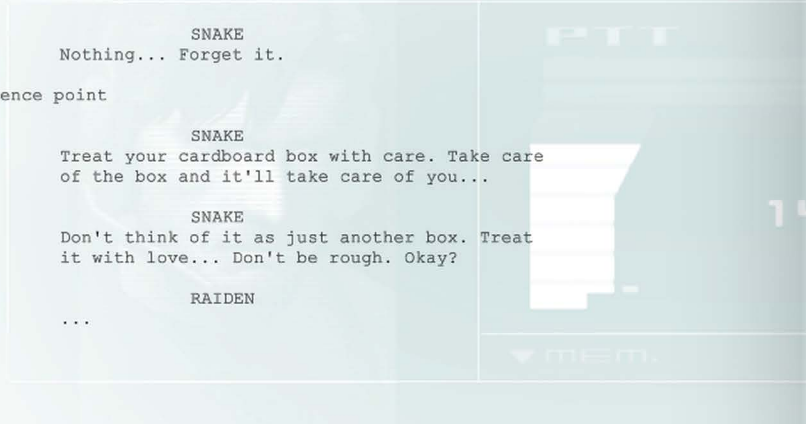
RAIDEN
...

SNAKE
But in the end, a cardboard box is only made
of paper. Handle it with care or it won't be
of much use to you.

*If player shot Snake while he was under a cardboard box and it fell apart

SNAKE
Y'know... I've lost a couple thanks to you...

RAIDEN
What?



SNAKE
Nothing... Forget it.

*Convergence point

SNAKE
Treat your cardboard box with care. Take care
of the box and it'll take care of you...

SNAKE
Don't think of it as just another box. Treat
it with love... Don't be rough. Okay?

RAIDEN
...

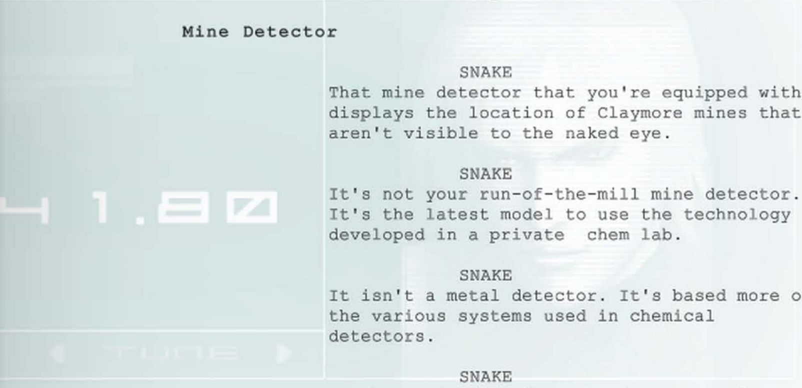
Anti-Personnel Sensor

SNAKE
You're using your Anti-Personnel Sensor. It vibrates whenever an enemy is approaching your position.

SNAKE
The sensor responds to the electromagnetic field and heartbeat of life forms. The closer an enemy, the bigger the vibration.

SNAKE
It's a useful device. But remember that if you're equipped with the sensor, you won't be able to feel any other vibrations around you.

SNAKE
It's like life... You gain something only to lose something else. It's up to you to decide where and when you want to use it.



Mine Detector

SNAKE
That mine detector that you're equipped with displays the location of Claymore mines that aren't visible to the naked eye.

SNAKE
It's not your run-of-the-mill mine detector. It's the latest model to use the technology developed in a private chem lab.

SNAKE
It isn't a metal detector. It's based more on the various systems used in chemical detectors.

SNAKE
In short, it doesn't respond to a mine's metallic casing. It actually detects the elements used in explosives.

SNAKE
Basically, it's similar to the sensor that the old man gave you... the one that responds to the "smell" of C4.

SNAKE
That's why you can accurately detect the location of mines despite the fact that you're in a metal-based structure.

*If radar cannot currently be used

SNAKE
There's no point using the detector without employing the radar.

Sensor A (1)

SNAKE
I see the old man set you up with a Sensor A unit.

SNAKE
Aside from C4, explosives continually release their own specific particles.

SNAKE
Based on ion mobility spectrometry technology, Sensor A is capable of detecting particle clusters.

SNAKE
Simply put, the detector can "sniff out" C4.

SNAKE
The detected C4 appears on radar as a cloud-like shape. The cloud indicates the rough location of the explosive.

Sensor A (2)

SNAKE
This sensor looks like it's been specially tuned.

SNAKE
It's been specially modified to sniff out the signature odor of C4 combined with Fatman's special perfume that he uses to identify his work.

SNAKE
That's why it won't respond to any of the C4 that we've set up.

*Additional dialogue after end of bomb disposal event

SNAKE
We got a lot of use out of this thing. We probably won't need it anymore.

Sensor B (1)

SNAKE
You're using Sensor B. It's designed to pick out the "odorless" C4 set up by Fatman.

SNAKE
Unlike Sensor A, which detects explosive particles, this unit detects the explosive inside an object sealed by neutron emission.

SNAKE
The sensor should be able to detect C4, despite the fact that it's been securely sealed to prevent "odor" or, more specifically, the diffusion of explosive particles.

SNAKE
When neutrons pass through an object, the hydrogen material it contains interacts to produce a rear diffusion.

SNAKE
By measuring this rear diffusion with the detector, the resulting value is analyzed to determine the existence of an explosive.

SNAKE
Simply equipping yourself with this unit and the sensor will automatically scan the area around you, and will sound a warning if there's an explosive nearby.

SNAKE
Always remember that the shorter the intervals between the warning sound, the closer the location of the bomb.

Sensor B (2)

SNAKE
This sensor is adjusted to respond only to the C4 used by Fatman.

SNAKE
The composition of our C4 and that of Fatman's seems to be slightly different. I think it may be the wax materials that he uses in his explosives.

SNAKE
The old man probably concentrated the bulk of his time on making this modification.

Sensor B (3)

SNAKE
However, since we've taken care of all the C4, and given the fact that Fatman is no longer with us... I don't think we'll need this sensor anymore.

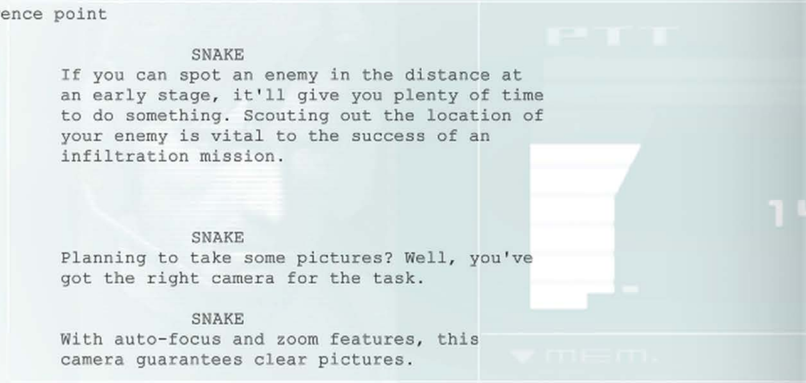
Binoculars

SNAKE
That pair of binoculars is a high-end military model with auto-focus and zoom features.

*Prior to torture event only

SNAKE
The binoculars will be particularly useful when used outside the "Big Shell."

*Convergence point



SNAKE
If you can spot an enemy in the distance at an early stage, it'll give you plenty of time to do something. Scouting out the location of your enemy is vital to the success of an infiltration mission.

Camera

SNAKE
Planning to take some pictures? Well, you've got the right camera for the task.

SNAKE
With auto-focus and zoom features, this camera guarantees clear pictures.

SNAKE
It won't wear with use... So take all the shots you want.

Night-Vision Goggles

SNAKE
Those night vision goggles will let you see in the dark.

SNAKE
The goggles are equipped with an image intensifier that amplifies even the lowest levels of light to produce clear images.

SNAKE

Night vision devices were introduced in the 1940s. Since then, they've undergone several modifications to improve both sensitivity and resolution.

SNAKE

Incidentally, the set you're using is a fourth-generation model.

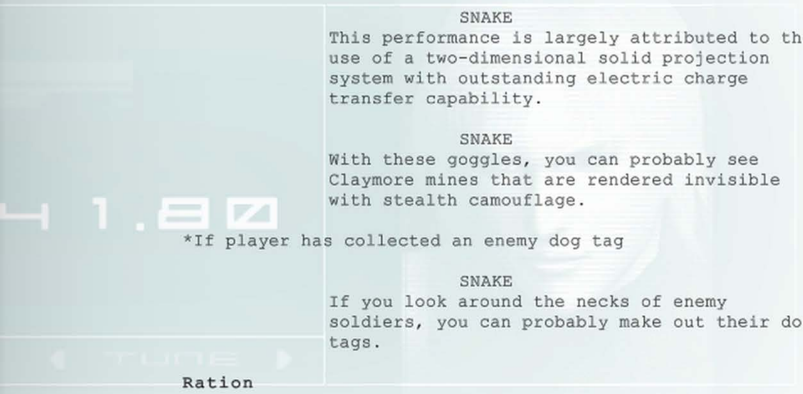
Thermal Goggles

SNAKE

Those Thermal Goggles provide night vision by creating images from heat distribution.

SNAKE

The goggles have a resolution of over 400,000 pixels, and their equivalent noise thermal differential is under 0.05 .



SNAKE

This performance is largely attributed to the use of a two-dimensional solid projection system with outstanding electric charge transfer capability.

SNAKE

With these goggles, you can probably see Claymore mines that are rendered invisible with stealth camouflage.

*If player has collected an enemy dog tag

SNAKE

If you look around the necks of enemy soldiers, you can probably make out their dog tags.

Ration

SNAKE

You've got rations. Rations are military food provisions capable of LIFE recovery.

SNAKE

Select a ration in the menu display and press the Confirmation Button for LIFE recovery.

SNAKE

If you equip yourself with rations, you can automatically recover LIFE the moment it hits zero.

SNAKE

Field rations are not just emergency food. For a soldier, it's a vital factor in maintaining combat efficiency.

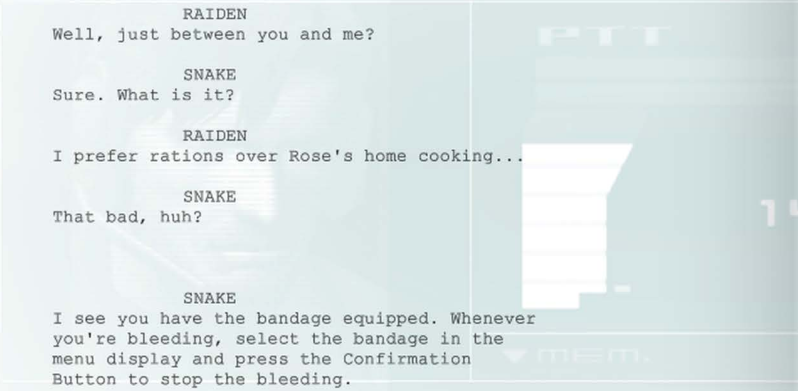
SNAKE
Rations are the result of concentrated research and development efforts on the part of the U.S. Military's Cooking Laboratory.

SNAKE
Together with calories, meticulous attention is focused on balanced nutrition. Freeze-dried, the rations are easy to carry and keep well.

SNAKE
It ain't home cookin', but it'll satisfy your nutritional needs.

RAIDEN
Hmmm.

SNAKE
What's on your mind?



RAIDEN
Well, just between you and me?

SNAKE
Sure. What is it?

RAIDEN
I prefer rations over Rose's home cooking...

SNAKE
That bad, huh?

Bandage

SNAKE
I see you have the bandage equipped. Whenever you're bleeding, select the bandage in the menu display and press the Confirmation Button to stop the bleeding.

SNAKE
The bandage is an absorption pad made from alginate fiber.

SNAKE
As you probably know, when alginate fibers come into contact with blood or liquids, the colloid gels to produce a moist condition for speeding up the healing process.

SNAKE
With outstanding absorption properties in terms of speed and capacity, bandages effectively stop bleeding.

Pentazemin

SNAKE
You have the Pentazemin equipped, huh. To steady your hands when aiming with a sniper rifle, select Pentazemin in the menu display and press the Confirmation Button.

SNAKE
Pentazemin is a benzodiazepine anti-depressant used in the treatment of disorders such as depression and autonomic imbalance.

SNAKE
In addition to its calming effect, it also relaxes muscular tension and combats convulsions. The result is a steady set of hands.

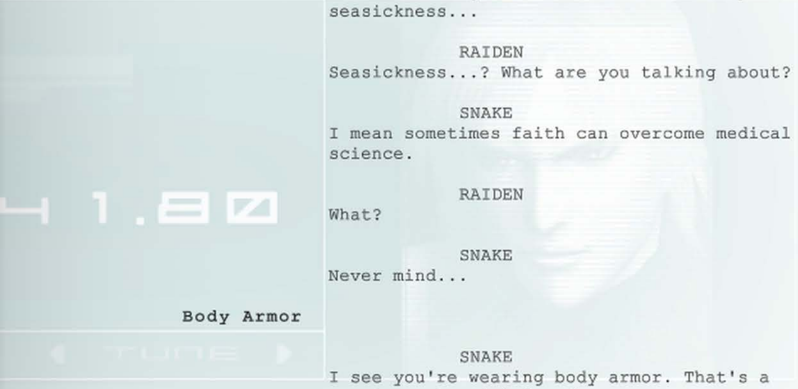
SNAKE
One more thing... Pentazemin does not prevent seasickness...

RAIDEN
Seasickness...? What are you talking about?

SNAKE
I mean sometimes faith can overcome medical science.

RAIDEN
What?

SNAKE
Never mind...



Body Armor

SNAKE
I see you're wearing body armor. That's a great way to minimize damage.

SNAKE
Your body armor is interwoven with a special fiber made from high-performance polymer materials.

SNAKE
The special fiber tangles around a bullet to cushion and spread out the impact to keep damage at a minimum.

SNAKE
Bear in mind that the armor just reduces damage. It doesn't eliminate it.

•Snake

Background Objects

Fire extinguishers

SNAKE

Shoot a fire extinguisher and the contents will spew out. It's probably a good way to distract the enemy.

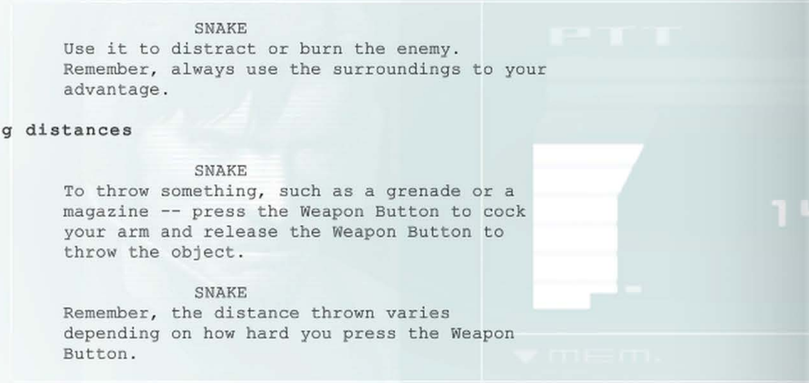
SNAKE

If you ever find yourself under pursuit, give it a try. Necessity is the mother of invention...

Pipes

SNAKE

If you shoot those pipes along the ceiling or the floor, jets of steam will escape.



SNAKE

Use it to distract or burn the enemy. Remember, always use the surroundings to your advantage.

Throwing distances

SNAKE

To throw something, such as a grenade or a magazine -- press the Weapon Button to cock your arm and release the Weapon Button to throw the object.

SNAKE

Remember, the distance thrown varies depending on how hard you press the Weapon Button.

SNAKE

Make sure you target the throw at the most effective spot.

Dog tags are visible with the Thermal Goggles

SNAKE

Put your Thermal Goggles on and look at the enemy's neck area. You should be able to see if he has dog tags on.

Enemy knockout timer

SNAKE
Raiden, look at the enemy you knocked out. See the stars revolving over his head?

SNAKE
When the stars disappear, the enemy will regain consciousness. Keep an eye on the spot above their heads.

Drop bodies down pitfalls

SNAKE
You can use the holes left behind from collapsing floors to your advantage.

SNAKE
Tip the bodies of enemies you've taken out into the ocean to hide them.

Cyphers

SNAKE
What you see flying before you is a "Cypher." It's a saucer-type UAV for surveillance and communication support of land and marine operations.

SNAKE
It may look strange, but it's very stable. The Cypher is capable of vertical take-offs and landings in tight areas measuring as small as 3.5 meters.

SNAKE
Also, it features a fully autonomous system that allows for tracking and analysis of man-sized targets.

*Second and subsequent times

SNAKE
You can confuse the Cypher's sensors with chaff. This not only blocks its movement, but also prevents data transmission to its controller.

SNAKE
The Cypher transmits its status and mission data to its controller via data-link.

SNAKE
Discovery by a Cypher unit means you've been discovered by your enemy. The important thing is to stay out of its visual range.

Infrared sensors, meet cigarettes

SNAKE

Infrared sensor, huh? The first thing you have to do is locate where the beam is. I always use the tried-and-true method.

SNAKE

Remember that little present I gave you? Try using that.

SNAKE

Select the cigarettes and walk up to the IR sensor. The smoke should make the IR beam visible.

Infrared sensors - the spray works too

SNAKE

You can also use the coolant spray to freeze the sensor's control unit. If you're out of bullets, it's a good backup plan.

Strut E 1F cargo elevator

SNAKE

There's a loader over there for moving cargo onto conveyor belts. Maybe you can fool the thing.

*First time only

SNAKE

It's a piece of cake -- I speak from experience.

DG Connecting Bridge - hint to use hanging to get across

SNAKE

Raiden, a full Life Gauge will slow down the consumption of the Grip Gauge. Be smart about using your ration.

Underwater - full Life Gauge

SNAKE

The consumption of the O2 Gauge will also be slower with a full Life Gauge. Make good use of those rations.

Another way to use the B.D.U.

SNAKE

Without the balaclava, you won't be able to disguise yourself as an enemy soldier anymore.

SNAKE

But aside from the balaclava, you've got the exact same gear as they have -- including those boots.

SNAKE

Select the enemy field uniform in spots where you have to leave footprints. It'll keep them from spotting your presence.

Hanging - kicking when climbing back up

SNAKE

When you swing up from Hanging, use the momentum to knock someone out. Try it when there's an enemy near the railings.

Hanging - drop and catch

SNAKE

If you see a likely handhold while you're jumping down from Hanging, try pressing the Action Button.

SNAKE

If you hit it well, you should be able to grab on. It'll work even if the direction is a little off, so play around with it.

Hanging - dropping down on enemies

SNAKE

Jump down right onto the enemy's head from Hanging to knock him out. Look down in First Person View to aim well.

Body part damage

SNAKE

Think about what the ideal spot to aim for is, depending on time and circumstances.

SNAKE

Go for the central nervous system if you absolutely have to take someone out.

SNAKE

If all you want to do is immobilize them, temporarily incapacitate their mobility.

SNAKE

If you want to make them bleed, go after their circulatory system.

SNAKE

And if radio silence is your only objective, destroy their radios.

SNAKE

Inflict only the damage that is the most effective for a given situation. Be smart. That's the key to survival.

During bomb disposal - Coolant Spray

SNAKE

The coolant spray can be a weapon as well. Spray it into an enemy's face and he won't be able to see for a while.

SNAKE

Necessity is the mother of invention. Keep improvising if you want to stay alive.

Shaking out item boxes

SNAKE

After you take someone out, shake them by pushing the Weapon Button. An Item Box may appear. Try it if you have time.

Stealing items from a hold-up

SNAKE

After you hold an enemy soldier up, you could manage to seize an Item if you're lucky.

SNAKE

There are some Items you can only get from a holdup. Give it a try.

•Snake

Tactics

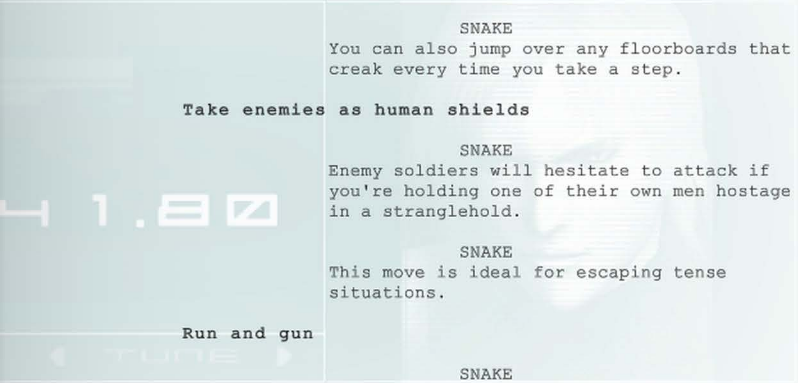
First Person punch

SNAKE
Punching is a basic move in hand-to-hand. To deliver a punch, press the Punch Button. Go ahead... try it.

Rolling

SNAKE
While running, you can execute a roll by pressing the Crawl Button.

SNAKE
For short distances, you can jump. And if you bump into an enemy just right, you can send the enemy flying.



SNAKE
You can also jump over any floorboards that creak every time you take a step.

Take enemies as human shields

SNAKE
Enemy soldiers will hesitate to attack if you're holding one of their own men hostage in a stranglehold.

SNAKE
This move is ideal for escaping tense situations.

Run and gun

SNAKE
You can move with your gun in the ready position by holding down either the Lock-on or Crawl button, and using the left analog stick to direct your movement.

SNAKE
If you hold down the Lock-on Button, you can move while holding your gun.

SNAKE
Should be an effective move when you need to break through some enemies. Don't forget it, kid.

C4 chain explosions

SNAKE

By setting C4 explosives within close proximity of each other, you can set off a chain of explosions with a single blast. Do it right and you can set up some very effective traps...

Bulletproof, but not grenade-proof

SNAKE

Bulletproof equipment will not protect your enemies from a grenade's blast or shrapnel.

SNAKE

A well-placed grenade could turn the tide of battle to your advantage.

Nikita speed boost

SNAKE

The less you manipulate a remote-controlled missile, the faster it'll travel.

SNAKE

Use this and you'll be able to deliver your remote-controlled missile over a greater distance.

SNAKE

Remember that the missile's range is limited by its fuel capacity. Always remember that unnecessary maneuvers can cost you fuel.

Spots where you can crouch and hide

SNAKE

You can hide behind certain objects by crouching low. It's a move that provides cover from enemy fire and also allows you to see in Corner View or to do a Jump-out shot.

SNAKE

Your survival depends on how you use the objects around you.

Tactical reloads

SNAKE
Running out of ammunition in the middle of a fire fight can be embarrassing. That's why you want to use the Tactical Reload feature.

SNAKE
Once you remove a weapon from its equip status, it will be fully reloaded automatically. You can easily do this by using the Weapon Equip Button to change equipment quickly.

• Snake

Miscellaneous

Internal responses (*aizuchi*)

*During Codec conversations, the player can press a button to make their character give a non-verbal response to what the other character is saying

Slight affirmation

SNAKE
Uhuh.

SNAKE
Right.

SNAKE
Yeah.

SNAKE
Hmm...

Moderate affirmation

SNAKE
I see.

SNAKE
Could be...

SNAKE
I understand.

SNAKE
Yup.

Strong affirmation

SNAKE
Right.

SNAKE
That make sense.

SNAKE
Alright.

SNAKE
Gotcha!

Very strong affirmation

SNAKE
That's right.

SNAKE
No doubt about it.

SNAKE
I'll get right on it.

SNAKE
agrees Yeah!

Slight repudiation

SNAKE
Really?

SNAKE
Huh?

SNAKE
I don't know...

SNAKE
Hmm?

Moderate repudiation

SNAKE
You sure?

SNAKE
I don't believe it.

SNAKE
No.

SNAKE
What?

Strong repudiation

SNAKE
Can't be...

SNAKE
I don't think so.

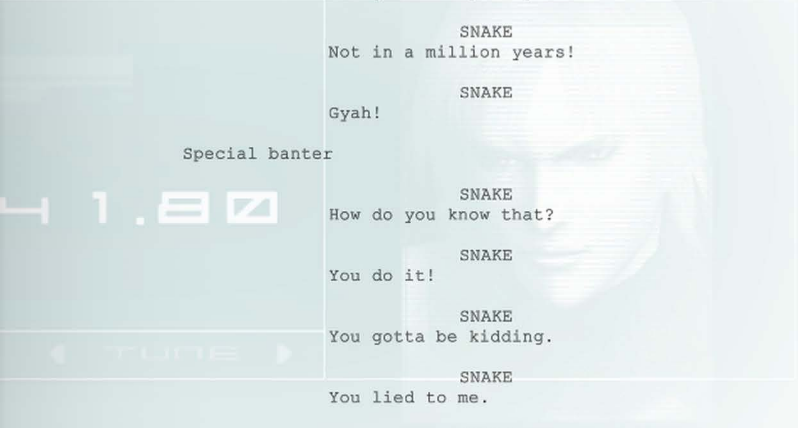
SNAKE
That can't be right.

SNAKE
What!?

Very strong repudiation

SNAKE
No way!

SNAKE
You gotta be joking!



SNAKE
Not in a million years!

SNAKE
Gyah!

Special banter

SNAKE
How do you know that?

SNAKE
You do it!

SNAKE
You gotta be kidding.

SNAKE
You lied to me.

SNAKE
That doesn't sound right.

SNAKE
I don't believe it.

SNAKE
What are you talking about?

SNAKE
I don't get it.

SNAKE
It doesn't make any sense.

SNAKE
Blah blah blah.

SNAKE
Who cares?

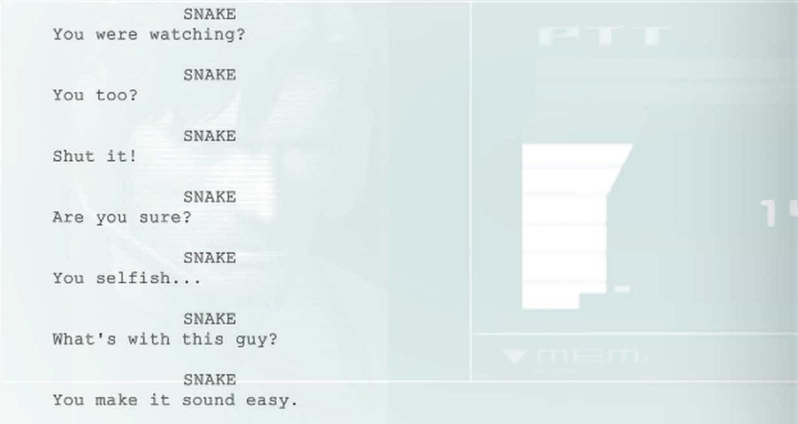
SNAKE
Agghh! I've just about had enough!

SNAKE
Forget it!

SNAKE
No way.

SNAKE
What a big head.

SNAKE
Who do you think you are?



SNAKE
You were watching?

SNAKE
You too?

SNAKE
Shut it!

SNAKE
Are you sure?

SNAKE
You selfish...

SNAKE
What's with this guy?

SNAKE
You make it sound easy.

SNAKE
You seem to know everything.

Additions

SNAKE
I'm the hero of this game!

SNAKE
Hey, I'm the main character!

SNAKE
The hero of this game is me!

SNAKE
Mm... I'm feeling kinda funky.

SNAKE
La-li-lu-le-lo!

SNAKE
La-li-lu-le-lo!!

SNAKE
La-li-lu-le-lo!!!

•Snake

Game Over

*Snake shouts into the Codec

SNAKE
Raiden! Are you all right? Answer me!!
Raiden!!!

SNAKE
Raiden, what's going on? Raiden! Raiden!!

SNAKE
Raiden! Is something wrong? Raiden! Raiden!!

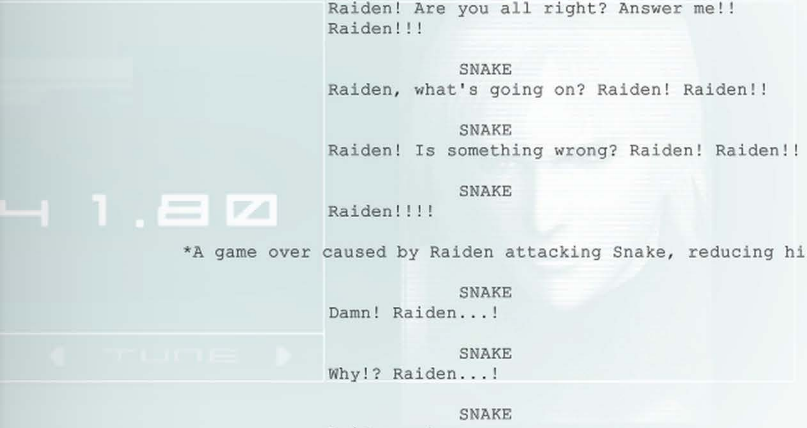
SNAKE
Raiden!!!!

*A game over caused by Raiden attacking Snake, reducing his Life to zero

SNAKE
Damn! Raiden...!

SNAKE
Why!? Raiden...!

SNAKE
Raiden...!



OTACON
Snake! Raiden! What are you doing!?

OTACON
Snake! Raiden, what were you thinking!?

ROSE
Snake! Jack, what the hell just happened?!

•Peter

Bomb Disposal Evaluations

*As determined by time taken and number of game overs

Player took too long

PETER
You're taking too much time. You should work a little faster.

SNAKE
There's no time, Raiden. I've got my hands full here, so it doesn't look like I can help you. It's in your hands.

Player took an average amount of time

PETER
You're faster than I expected... and more capable than you look.

SNAKE
I've done one too, finally. Let's keep our heads up.

Player was fast

PETER
You're pretty fast. Well, not bad for a beginner, anyway.

SNAKE
Hmm... it looks like VR Training does come in handy.

Player was really fast

PETER
Damn, you're fast! Even if I was still young, I couldn't operate like that.

SNAKE
What is this, a Time Attack mode or something!?

Player got spotted too many times

PETER
You're being spotted by the enemy a bit too much. Proceed with more caution.

Player killed too many enemies

PETER
Looks like you like to fight. Still, it would be wiser to proceed more stealthily.

Player ate too many Rations

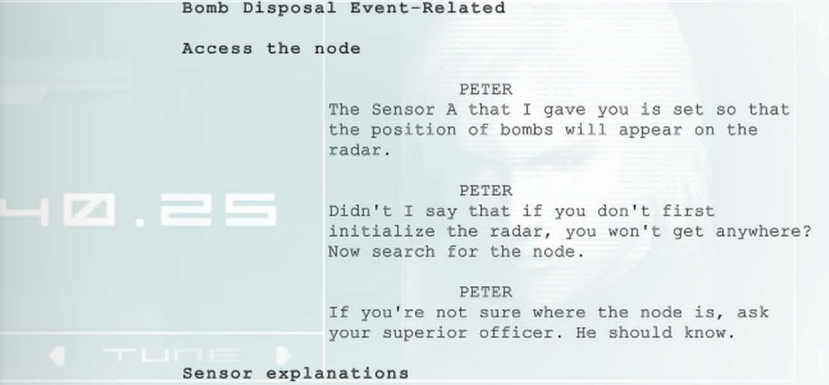
PETER
Aren't you eating a bit too much?

Player engaged in too much naughty behavior

PETER
Hey, you. Has anyone ever told you you have some issues?

•Peter

Bomb Disposal Event-Related



Access the node

PETER
The Sensor A that I gave you is set so that the position of bombs will appear on the radar.

PETER
Didn't I say that if you don't first initialize the radar, you won't get anywhere? Now search for the node.

PETER
If you're not sure where the node is, ask your superior officer. He should know.

Sensor explanations

(1)

PETER
Equipping yourself with Sensor A will bring up a visual representation of the odor of C4s on your radar. It will appear as a mist-like image.

PETER
C4 is sure to be planted anywhere where there is a response. Search carefully.

(2)

PETER

Sensor A can't specify the exact location of bombs.

PETER

It's unfortunate, but only the area can be localized. Once you've got the area, you'll have to continue your search using your own two eyes.

(3)

PETER

The sensor has a high dependability factor. Consider it error-proof.

PETER

Even if a glance reveals nothing, you can be sure there is a C4 in the vicinity if the sensor responds.

PETER

Try thinking from Fatman's perspective, and you're sure to find something. Look carefully.

How to use the Coolant Spray

PETER

The coolant spray will never run out no matter how much you use it. Go ahead and utilize it freely.

PETER

Note, however, that the spray has a range of only several meters. Be sure to factor in the distance between you and the bombs when you use it.

Coolant Spray First Person pointers (1)

PETER

When you equip yourself with the coolant spray, you will enter the First Person View Screen. Now, be careful, as this means that you can't move while spraying.

Coolant Spray First Person pointers (2)

PETER

Even in places that you can't reach or narrow areas that you can't enter, the spray should reach provided you stretch out your arm.

The bombs

PETER

When the lamp on the detonator stops pulsating, it indicates that the bomb has been frozen -- meaning that the bomb has been successfully defused.

PETER

Apply the spray until the lamp stops blinking.

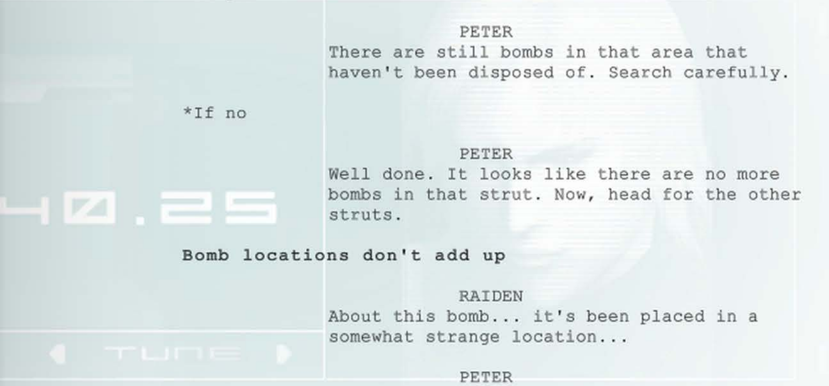
After first call

PETER

Still... There's something strange. It's not like him.

Bomb remaining in current area

*If yes



PETER

There are still bombs in that area that haven't been disposed of. Search carefully.

*If no

PETER

Well done. It looks like there are no more bombs in that strut. Now, head for the other struts.

Bomb locations don't add up

RAIDEN

About this bomb... it's been placed in a somewhat strange location...

PETER

Agreed. It doesn't make sense. Not for him, anyway.

RAIDEN

You sound like you've got everything figured out.

PETER

That's because I do. I know exactly how his mind works.

What are you doing right now, Peter?

RAIDEN
Stillman, are you all right over there?

PETER
Yeah, no problem.

RAIDEN
You must be bored.

PETER
Hardly. Between dealing with you guys and calibrating this, I've got my hands full...

RAIDEN
What did you say?

PETER
Ah, nothing. It's just that it would be best if we didn't have to use this. Anyway, get to those bombs.

Peter's pearls of wisdom (1)

PETER
Put simply, bomb disposal is a one-on-one with fear itself. Don't try to run away from it. Instead, acknowledge the fear, and take it straight on.

Peter's pearls of wisdom (2)

PETER
Discretion is the key when taking on a bomb.

PETER
A degree of caution that taxes your sense of meticulousness. Don't confuse this with cowardice, as it is the extreme opposite. Carefully conduct yourself with a courage that ensures you get the job done right.

Peter's pearls of wisdom (3)

PETER
Listen up, Raiden. No matter what, don't be impatient. Impatience is questionably the one state of mind absolutely guaranteed to seal your fate when defusing a bomb.

PETER
No matter how the situation presents itself, you must never lose your composure. Understood?

Peter's pearls of wisdom (4)

PETER
Bomb disposal is also a race against time. The slightest hesitation can lead to a loss of time, and inevitably, lives.

PETER
Don't do anything rash. Focus yourself on being fast and efficient.

Peter's pearls of wisdom (5)

PETER
When dealing with a bomb directly, the only one you can depend on is yourself. Don't count on anyone else. Foolishly doing so will bring death upon you. Believe in yourself and you'll be all right.

Otacon

PETER
By the way, Raiden, did you happen to see the technician that came down along with me?

RAIDEN
No, I didn't.

PETER
... I see.

RAIDEN
Wait, Stillman. Is that guy really...

SNAKE
Raiden!

RAIDEN
?

SNAKE
Disposing of the C4 is our first priority. There's no time. Get back to the task at hand.

RAIDEN
Right, I gotcha.

Pliskin

PETER
Looks like Pliskin shouldn't be having any problems. You'd better look sharp as well.

RAIDEN
Stillman, do you really believe that Pliskin is not a member of SEAL Team 10...?

PETER
He is probably not.

RAIDEN
Then exactly what is he...?

PETER
I'm not sure.

RAIDEN
...

PETER
But there are other things that I am sure of.

RAIDEN
Like what?

PETER
Like that I can believe in him, that's what. There's something about him.

PETER
A certain something that's found only in men of strength, trust-worthiness, and reliability.

RAIDEN
I see... Anyway, I'm getting back to the mission.

Peter's past

*If player hasn't heard anything from the Colonel

RAIDEN
Stillman, I heard you made quite a name for yourself in the bomb disposal field.

PETER
Nothing of the sort. It's only that you never hear people badmouth retirees.

RAIDEN
Why did you retire?

PETER
I forgot. At any rate, rather than dwelling on past occurrences, shouldn't we focus on taking care of the pressing issue currently at hand?

RAIDEN
True enough. I'll get back to work.

Fatman's backstory

RAIDEN
Stillman, tell me something about Fatman.

PETER
Hmm... Well, to start, he was born the son of a clockmaker.

PETER
Neglected by his parents and without friends, it seems that he spent a lot of time by himself in his father's workshop.

PETER
Maybe that was the reason, I'm not sure, but apparently he has had a tremendous fascination with clock mechanics since he was a child.

PETER
It was at the age of ten that a guidebook that he found on the Internet changed his life forever.

PETER
That guidebook served as the basis of his eventually piecing together an atomic bomb.

PETER
It was from there that he came to be known as Fatman, and soon enough there was no one associated with bombs that didn't know his name.

PETER
In a sense, Fatman was a hero. Although what he did was recognized only by those in the trade, I'm sure that it served to greatly stir the ego of the teenage boy at the center of it all.

PETER
But he leaves his mark nowhere else. Apparently, he was hated and shunned by everyone in school.

PETER
So, he went on to focus all his energy on explosives.

PETER
He scorned the reality that surrounded him and instead chose to embrace a world that would easily grant him recognition.

PETER
Well, to be sure, it never amounted to anything more than, say, occasionally bringing a gun into school.

PETER
Eventually, Fatman came to Indian Head, the exercise training facilities of the Naval School Explosive Ordnance Disposal at which I was a lecturer.

PETER
He absorbed all kinds of knowledge, as if he hungered for bombs.

PETER
Close to 20% of the students at Indian Head flunk out of what is truly a hellish curriculum. Despite this environment, he achieved extraordinarily high marks that were without precedent.

PETER
After leaving Indian Head, he joined up with NEST (Nuclear Emergency Search Team), said to be the most accomplished bomb disposal unit.

PETER
It was there that he apparently got into some trouble.

RAIDEN
What, exactly?

PETER
You got me. But Fatman was definitely not cut out for group operations from the very start.

PETER
Having been ousted from NEST, he was picked up by Dead Cell, which was already becoming notorious for being a motley crew of sorts.

PETER
It seems that it was through surprise attack maneuvers later conducted by Dead Cell that Fatman completely subdued his former companions from NEST.

PETER
While being the most peculiar individual among my students, he was also the most talented. Be sure not to underestimate him. Are we clear?

Peter on the move – odorless C4

PETER
Is that you, Raiden? I haven't reached Strut H yet.

RAIDEN
Stillman... Do you really think there are bombs that the sensor's not picking up?

PETER
Right... Sealing the entire casing of the bomb prevents the odor from leaking outside. It's a technique that I, for one, didn't teach.

RAIDEN
But wasn't leaving a signature of sorts Fatman's aesthetic touch?

PETER
Perhaps this Fatman is not the one I knew...

RAIDEN
What?

PETER
Fatman right now is fragile and weak... what's more, he's dangerous. Watch yourself, okay?

Explaining how he can walk

RAIDEN
Stillman, how ya feelin'?

PETER
All right. It's been a while since I've run, though...

RAIDEN
sarcastically Guess that means it's also been a while since you've run out of breath, huh?

PETER
Are you accusing me of something, Raiden?

RAIDEN
No, I didn't mean anything by it...

PETER
No, no. I should be condemned.

RAIDEN
Wait, everybody makes mistakes...

PETER
But it's the reasons behind those mistakes that become the real issue.

RAIDEN
What do you mean?

PETER
The reason that bomb exploded... and the reason that I was saved... is because I was confronted by fear, and I couldn't handle it.

PETER
Halfway through disposing of the bomb, I succumbed to that fear... and when I realized what was going on, I had turned around and was running away from the bomb.

PETER
The one who paid the price, however, wasn't me.

PETER
After I regained consciousness from the shock of the blast, the first thing that my eyes met were the corpses of children crushed under a pile of rubble.

RAIDEN
Stillman...

PETER
Yet, what do you think I felt at that time?

PETER
A sense of relief. Relieved that it wasn't me.

RAIDEN
...

PETER
And that's not all.

PETER
At the time, I was known as the top bomb disposal technician in the United States.

PETER
And to someone like me, who had neither a wife nor children, that reputation was everything. I didn't want to lose it.

PETER
That's why I lied about losing my leg... ran away from the responsibility that was mine... closed my eyes to the victims... stirred up the sympathy of the public.

RAIDEN
All right, Stillman. That's enough. For now, let's just worry about what we're going to do about Fatman's bombs.

PETER
... Yeah.

•Otacon

Game Over

Otacon shouts into the Codec

OTACON
Raiden! Respond! Raiden! Raiden!!

OTACON
Raiden! Come in! Raiden! Raiden!?

OTACON
Raiden, are you all right? Raiden! Raiden!!

OTACON
Raiden, what's wrong!? Raiden! Raidennn!!

Emma's Life runs out

OTACON
E.E.! This isn't happening! E.E.!? E.E.!!

OTACON
No! E.E.!? E.E.!!

OTACON
E.E.! Come on, answer me! E.E.! E.E.!!

OTACON
E.E.? Are you alright!? E.E.! E.E.!!

•Emma

Game Over

*Emma shouting if Raiden's Life runs out while they are together

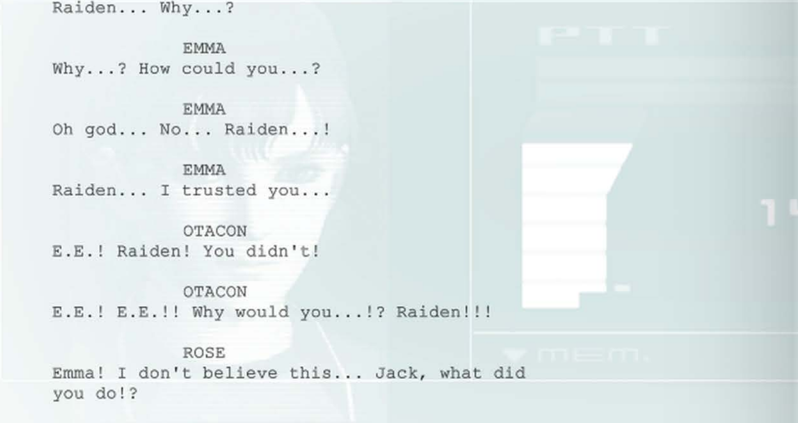
EMMA
No!! Raiden! Raiden!!

EMMA
Hey! What's wrong? Raiden!? Raiden!!

EMMA
Raiden! Are you okay!? Raiden!? Raiden!!

EMMA
Raiden, get up!! Raiden!? Raiden!!

*A game over caused by Raiden attacking Emma, reducing her Life to zero



EMMA
Raiden... Why...?

EMMA
Why...? How could you...?

EMMA
Oh god... No... Raiden...!

EMMA
Raiden... I trusted you...

OTACON
E.E.! Raiden! You didn't!

OTACON
E.E.! E.E.!! Why would you...!? Raiden!!!

ROSE
Emma! I don't believe this... Jack, what did you do!?

SNAKE
Emma! Raiden!! You son of a...

•Emma

While Underwater

Normal

(1)

RAIDEN
Emma, you okay?

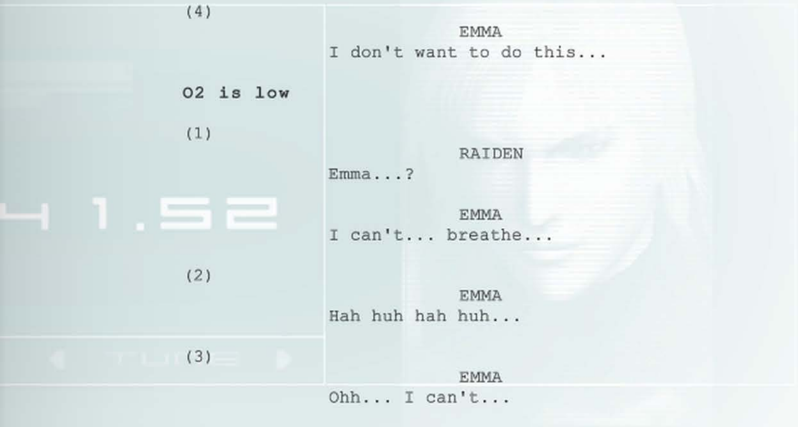
EMMA
Yeah -- sort of.

(2)

EMMA
Are we there yet...?

(3)

EMMA
I'm scared...



(4)

EMMA
I don't want to do this...

O2 is low

(1)

RAIDEN
Emma...?

EMMA
I can't... breathe...

(2)

EMMA
Hah huh hah huh...

(3)

EMMA
Ohh... I can't...

(4)

EMMA
Please... air...

While she's taking damage

(1)

EMMA
Pah...

(2)

EMMA
Agh!

(3)

EMMA
Erh erh eh...

(4)

EMMA
Urh urh uh uh...

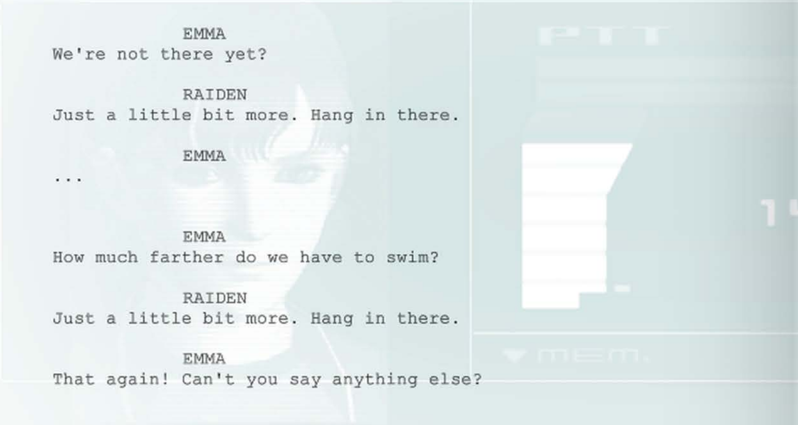
Air pocket

(1)

EMMA
Oh, God, that was tough... Do we have to keep going?

RAIDEN
Just a little bit more. Hang in there.

EMMA
... Okay.



(2)

EMMA
We're not there yet?

RAIDEN
Just a little bit more. Hang in there.

EMMA
...

(3)

EMMA
How much farther do we have to swim?

RAIDEN
Just a little bit more. Hang in there.

EMMA
That again! Can't you say anything else?

(4)

EMMA
I can't stand this... I hate water...

•Emma

During Escort Event

While she's taking damage

(1)

EMMA
Hyah!!!

(2)

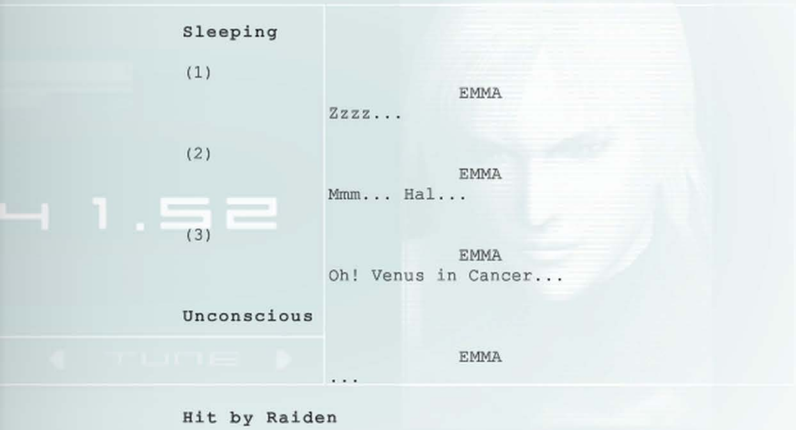
EMMA
Ow!

(3)

EMMA
Urh!!

(4)

EMMA
No!



Sleeping

(1)

EMMA
Zzzz...

(2)

EMMA
Mmm... Hal...

(3)

EMMA
Oh! Venus in Cancer...

Unconscious

EMMA
...

Hit by Raiden

(1)

EMMA
What do you think you're doing!?

(2)

EMMA
That hurt!

(3)

EMMA
I don't think I like you!!

(4)

EMMA
You suck!!

Life is low

(1)

EMMA
Khah... huh...

RAIDEN
Emma, you okay?

EMMA
I can't... go on...

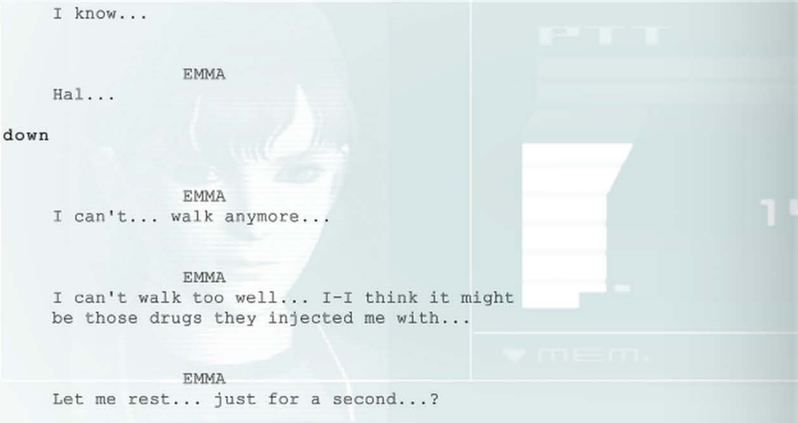
(2)

EMMA
Ah...hn...

(3)

RAIDEN
Emma, hang on.

EMMA
I know...



(4)

EMMA
Hal...

Sitting down

(1)

EMMA
I can't... walk anymore...

(2)

EMMA
I can't walk too well... I-I think it might be those drugs they injected me with...

(3)

EMMA
Let me rest... just for a second...?

(4)

EMMA
I'm so -- tired --

Separated from Raiden

(1)

EMMA
Where are you? You have to come and get me!?

(2)

EMMA
I thought you were going to protect me!

(3)

EMMA
Damn it, where did you go!?

(4)

EMMA
Don't leave me alone...

Right after Raiden messes with her

(1)

EMMA
You perv!

(2)

EMMA
Unbelievable! What do you think you're doing at a time like this!?

(3)

EMMA
Keep your hands to yourself!

(4)

EMMA
Excuse me -- can I make an observation?

RAIDEN
Sure.

EMMA
You are worthless.

Near bugs

(1)

EMMA
Bugs! I hate bugs!

(2)

EMMA
Oh, no, bugs! I can't handle bugs! I hate them!

RAIDEN
But Emma, we HAVE to go through here...

EMMA
No! Never!! I-I can't!!

(3)

RAIDEN
Emma...

EMMA
I can't stand bugs!! I am NOT moving!!

(4)

EMMA
Didn't you hear me? I said no!

•Emma

While Taking a Breather

Before talking to Otacon

(1)

EMMA
Look, I'd like to -- talk to him.

RAIDEN
Him? You mean Otacon?

EMMA
Yes...

(2)

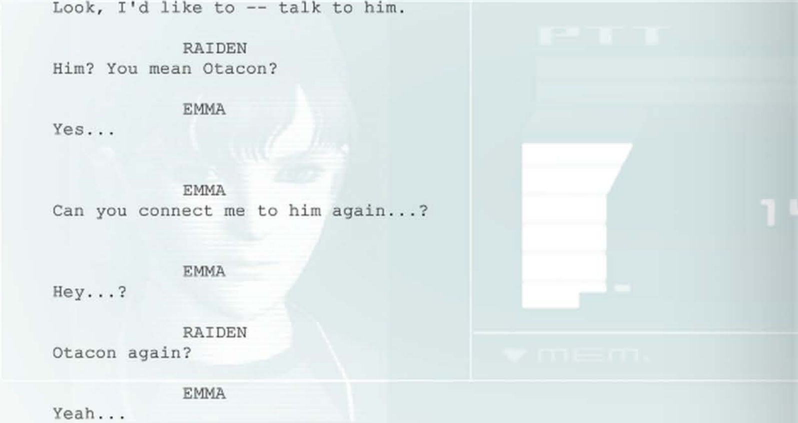
EMMA
Can you connect me to him again...?

(3)

EMMA
Hey...?

RAIDEN
Otacon again?

EMMA
Yeah...



•Emma

Sniping Event

Emma's Life is low

(1)

EMMA
Oh... I'm almost gone...

(2)

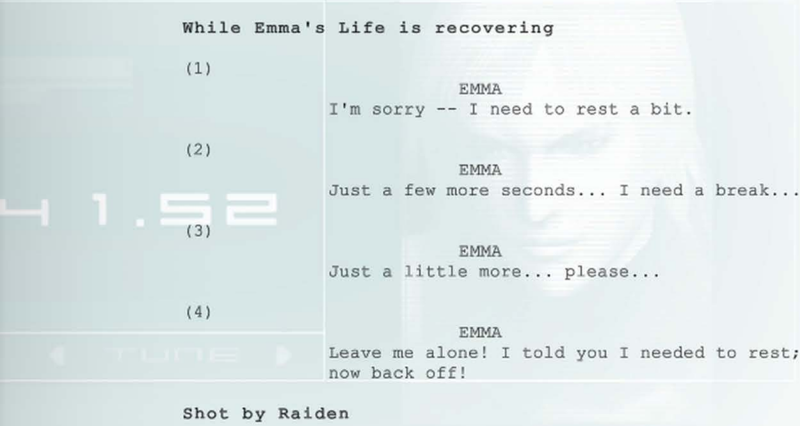
EMMA
Do something!

(3)

EMMA
Hey! Are you taking this seriously?

(4)

EMMA
Haa hnn ha hn...



While Emma's Life is recovering

(1)

EMMA
I'm sorry -- I need to rest a bit.

(2)

EMMA
Just a few more seconds... I need a break...

(3)

EMMA
Just a little more... please...

(4)

EMMA
Leave me alone! I told you I needed to rest;
now back off!

Shot by Raiden

(1)

EMMA
Hey! Are you trying to kill me!?

(2)

EMMA
Did you have to shoot me, of all things? Do
you really hate me that much!?

(3)

EMMA
What is wrong with you!? You suck, you know
that!?

(4)

EMMA

I am sick of this!

After hearing her bad-mouth Raiden

RAIDEN

Emma -- about what you said behind that column there --

EMMA

Huh? W-What are you talking about?

RAIDEN

Can I just say something?

EMMA

Um, sure.

RAIDEN

This is my real hair, ok?

EMMA

Uh, of course! As if I said anything about that!

•Emma

Talking to Herself During Sniping Event

Early stage of oil fence

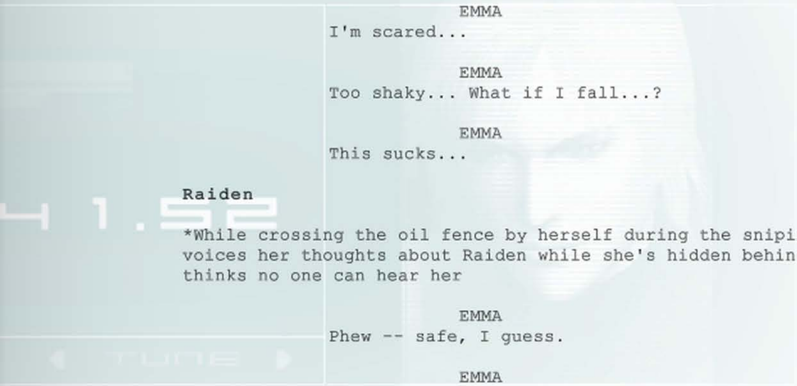
EMMA
I don't wanna do this...

EMMA
I can't do this...

EMMA
What am I doing here...?

EMMA
I'm so tired...

EMMA
How did all this happen...?



EMMA
I'm scared...

EMMA
Too shaky... What if I fall...?

EMMA
This sucks...

Raiden

*While crossing the oil fence by herself during the sniping event, Emma voices her thoughts about Raiden while she's hidden behind a column and thinks no one can hear her

EMMA
Phew -- safe, I guess.

EMMA
If I've managed to get this far, it must be thanks to that Raiden guy, huh...

EMMA
But he's -- well, what IS the deal with him?

EMMA
He's got a weird name, he dresses pretty weird too.

EMMA
And I'm not really sure about the way he holds my hand and things...

EMMA
He's easy on the eyes though, so I guess I can let that slide...

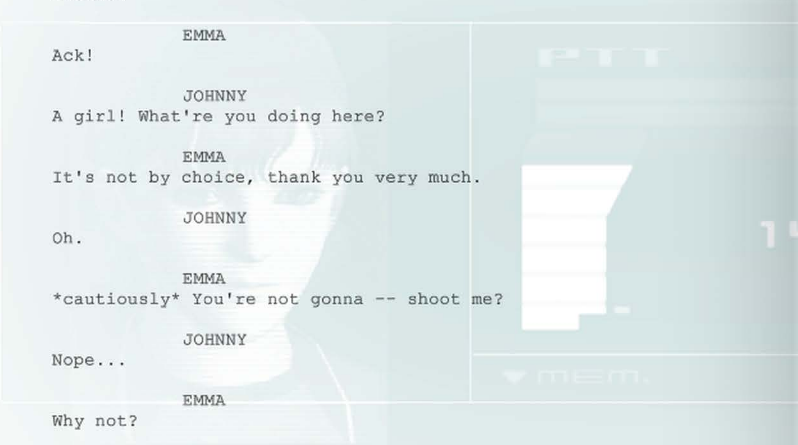
EMMA
But I've got my own ideas about that hair... I wonder if it's -- well, it must be.

EMMA
I could ask him later -- oh, but he'd probably get ticked off. I'll leave him alone.

Bumping into Johnny Sasaki

*During the sniping event, Emma has an encounter with Johnny Sasaki behind one of the columns

JOHNNY
Freeze!



EMMA
Ack!

JOHNNY
A girl! What're you doing here?

EMMA
It's not by choice, thank you very much.

JOHNNY
Oh.

EMMA
cautiously You're not gonna -- shoot me?

JOHNNY
Nope...

EMMA
Why not?

JOHNNY
Stay away from good-looking women when you're fighting. Otherwise you get hit with diarrhea.

EMMA
Huh?

JOHNNY
One of the few things I learned from Shadow Moses.

EMMA
What are you talking about?

JOHNNY
Ancient history. Don't worry about it.

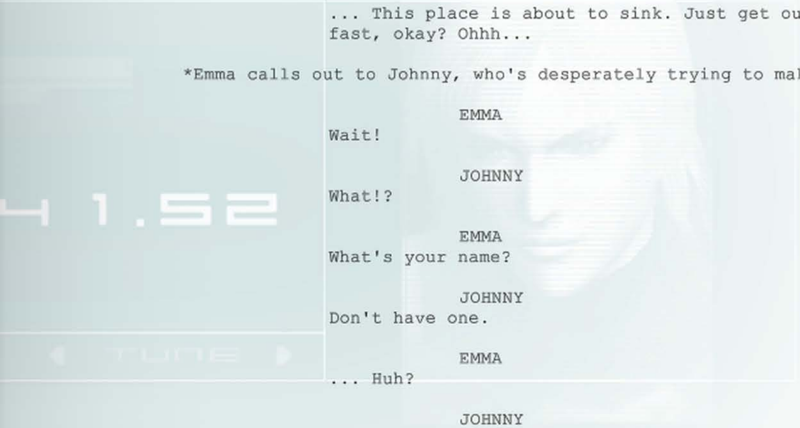
EMMA
Ah, I have no idea what you're talking about, but does this mean you're letting me go?

JOHNNY
Well, you could have found a nicer way to say that, but sure. Better hurry.

EMMA
Thanks...

JOHNNY
Don't mention it, just run like hell -- oh no, my stomach -- not again --

*Johnny starts waddling toward the nearest john. He looks back at Emma.



JOHNNY
... This place is about to sink. Just get out fast, okay? Ohhh...

*Emma calls out to Johnny, who's desperately trying to make it in time.

EMMA
Wait!

JOHNNY
What!?

EMMA
What's your name?

JOHNNY
Don't have one.

EMMA
... Huh?

JOHNNY
OK, fine, it's Johnny. Ohhh -- I'm not gonna make it!

*Johnny breaks out into a full-on sprint to the toilet. Emma shouts to him before he disappears.

EMMA
If we run into each other again --

JOHNNY
not listening at all Ohhhh!

EMMA
Hah! What a weird guy...

After meeting Johnny behind the column

RAIDEN
Emma, did something happen behind that column?

EMMA
No, not really.

RAIDEN
But I heard someone talking.

EMMA
Were you eavesdropping?

RAIDEN
What kind of accusation is that? I was worried about you.

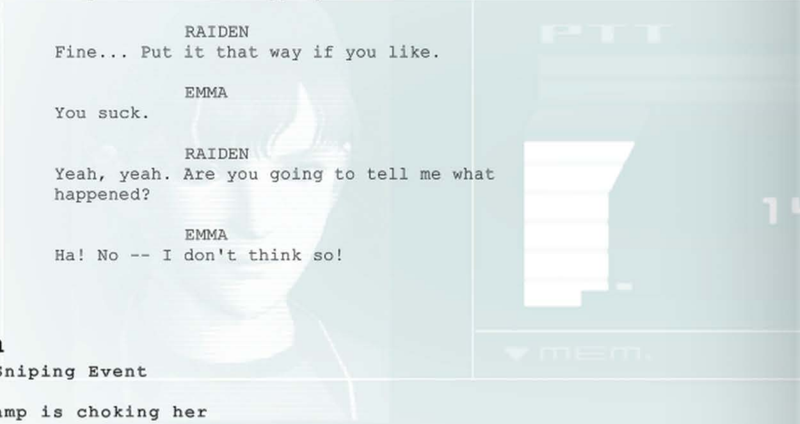
EMMA
So you WERE eavesdropping.

RAIDEN
Fine... Put it that way if you like.

EMMA
You suck.

RAIDEN
Yeah, yeah. Are you going to tell me what happened?

EMMA
Ha! No -- I don't think so!



•Emma

During Sniping Event

While Vamp is choking her

(1)

EMMA
Oooogh...

(2)

EMMA
Please don't...

(3)

EMMA
Help...

•Parrot

Miscellaneous

Parrot's voice

PARROT
Good morning, good morning!

PARROT
Hello!

PARROT
What's up?

PARROT
Time for a treat!

PARROT
This sucks!

PARROT
Venus in Cancer!

Imitating enemy soldiers

PARROT
Enemy sighted! Requesting backup!

PARROT
It's him! Someone get over here!

PARROT
Return to your stations!

"You must be Ames"

*If Raiden continually says "You must be Ames" to it then it learns this phrase

PARROT
You must be Ames.

PARROT
You must be Ames. You must be Ames.

Super sweet secret stash

*The parrot has learned these phrases from overhearing guards talking. They serve as hints to the location of Magazines

PARROT
Wowowow.

PARROT
BaBOOOM.

PARROT
Top of locker. Top of locker.

•Raiden

Game Over

*Raiden shouting if Emma's Life runs out while they are together

RAIDEN
Emma! Open your eyes! Emma! Emma!!!

RAIDEN
Emma... Damn! Emma! Emma!!!

RAIDEN
Emma...? Are you all right? Emma! Emma!!

RAIDEN
Emma!!!

Internal responses (*aizuchi*)

*During Codec conversations, the player can press a button to make their character give a non-verbal response to what the other character is saying

Slight affirmation

RAIDEN
Hm.

RAIDEN
Yeah.

RAIDEN
Yep.

RAIDEN
Mm...yeah.

Moderate affirmation

RAIDEN
I see.

RAIDEN
Probably, yeah.

RAIDEN
Right.

RAIDEN
Yeah.

Strong affirmation

RAIDEN
That's right.

RAIDEN
I agree.

RAIDEN
Definitely.

RAIDEN
I got it.

Very strong affirmation

RAIDEN
That's exactly it.

RAIDEN
Exactly!

RAIDEN
Alright!

RAIDEN
No doubt!

Slight repudiation

RAIDEN
Yeah?

RAIDEN
Maybe.

RAIDEN
Umm...

RAIDEN
Hmm...

Moderate repudiation

RAIDEN
No.

RAIDEN
I don't know.

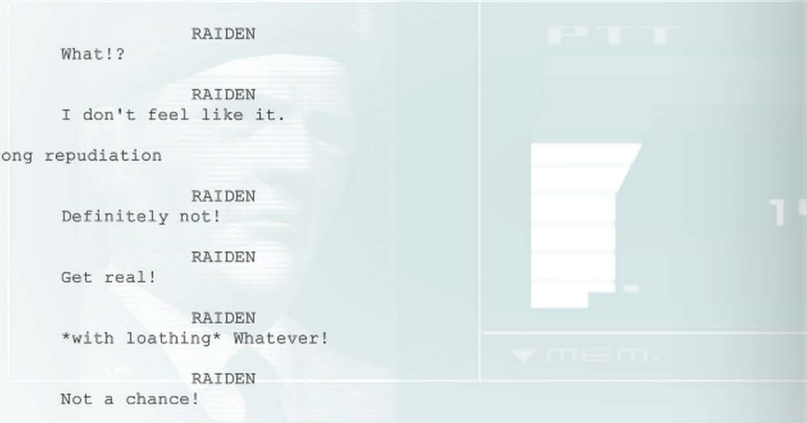
RAIDEN
Huh?

RAIDEN
Not sure how I feel about that.

Strong repudiation

RAIDEN
That's wrong.

RAIDEN
That's not it.



RAIDEN
What!?

RAIDEN
I don't feel like it.

Very strong repudiation

RAIDEN
Definitely not!

RAIDEN
Get real!

RAIDEN
with loathing Whatever!

RAIDEN
Not a chance!

Special banter

RAIDEN
How do you know that?

RAIDEN
Why don't you do it!?

RAIDEN
Who the heck do you think you are?

RAIDEN
You're not making any sense.

RAIDEN
What long-winded babble...

RAIDEN
You're despicable.

RAIDEN
How shameful!

RAIDEN
You're about as low as it gets!

RAIDEN
Cute, huh?

RAIDEN
How cute!

RAIDEN
That's so cute I can't bear it.

RAIDEN
You're really selfish, you know?

RAIDEN
How self-centered!

RAIDEN
You're a real egotistical woman!

RAIDEN
You're beginning to get on my nerves!

RAIDEN
Give it up already!

RAIDEN
Here you go again!

RAIDEN
Don't ignore me!

RAIDEN
You make no sense!

RAIDEN
What the heck are you talking about?

RAIDEN
Listen when someone is talking to you.

RAIDEN
Hey, come on!

RAIDEN
What's that supposed to mean?

RAIDEN
That's not fair!

RAIDEN
That hurts!

RAIDEN
That's going a bit too far!

RAIDEN
Get real!

RAIDEN
Did you see that?

RAIDEN
Yeah... You too.

RAIDEN
Don't even say it!

RAIDEN
You look lost.

RAIDEN
What's up with this guy?

RAIDEN
What a weirdo...

RAIDEN
Strange...

RAIDEN
What a dimwit.

RAIDEN
What are you talking about?

RAIDEN
I like you.

RAIDEN
I love you.

RAIDEN
I wanna hold you in my arms.

RAIDEN
I want you.

40.85
TUNE